No 1 FOR GAMES

THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 206

computer and video games

+ LEGEND OF ZELDA
+ FIFA '99 REVIEWED
+ DREAMCAST LATEST

TOMB RAIDER 3 REVIEW SPECIAL!

PLUS FREE 3D POSTER & 3D SPECS

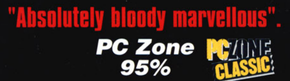
JANUARY '99

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METAL GEAR SOLID!

PLAYSTATION GAME OF '99

ANYONE FOR A GAME OF SQUASH?



"Destruction fanatics and arsonists alike will be in hog's heaven".
PC Home 91%

"Bigger, badder and better than the original in all respects".
Ultimate PC 92%





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computer and video games
"Nothing else comes close to this on N64."
THE LEGEND OF ZELDA
REVIEWED ON PAGE 44 ►
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Department

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FUN FOR HALF THE FAMILY!

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↑ One of the only games to have us yelling the house down in recent times: *SiN*!!!

PLUS

FREEPLAY

THE 16-PAGE MAG PRODUCED BY US – WITH YOUR TIPS, GAMES IDEAS, 'DRAWINZ' AND A LOAD OF OTHER STUFF. ON YELLOW PAPER!

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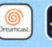


NEW GAMES FEATURING: METAL GEAR SOLID

COVER STORY



TAKE IT FROM US, THESE ARE THE GAMES YOU'LL BE WANTING IN 1999!





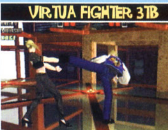

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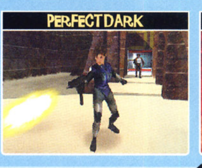
MORE ACTION FROM METAL GEAR SOLID - THE SUPREME STEALTH ACTION GAME. SEE WHAT THE HELL IS GOING ON FOR THE FIRST TIME!!!

BLACK AND WHITE

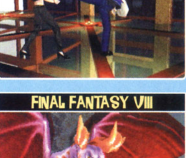
VIRTUA FIGHTER 3TB



PERFECT DARK



FINAL FANTASY VIII

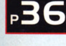




TOMB RAIDER 3



P36





WE LOVE LARA. LARA LOVES CVG. WE JOIN THE GAMING ICON OF THE NINETIES ON HER THIRD ADVENTURE.



ASK YOUR NEWSAGENT IF YOU DIDN'T GET A POSTER AND 3D SPECS WITH YOUR MAGAZINE!

FREE POSTER! AND SPECS!

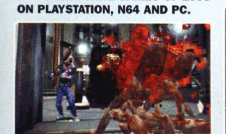
TOP 10 GAMES P32







CVG'S FAVOURITE GAMES OF 1998 ON PLAYSTATION, N64 AND PC.



ZELDA 64



THE WORLD IS SAYING THAT THIS IS THE BEST GAME EVER. FIND OUT WHAT WE THNK...

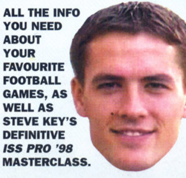




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SAINT & KEYSIE P66

ALL THE INFO YOU NEED ABOUT YOUR FAVOURITE FOOTBALL GAMES, AS WELL AS STEVE KEY'S DEFINITIVE *ISS PRO '98* MASTERCLASS.



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100% GAMES 100% FUN

It's almost Christmas, so we should all be excited, okay! Use this magazine to be as selfish as you like, and hit on the games you want. You want! You want! You want!

When you're done with the shopping list, spend a long time looking at next year's big games. We've carefully chosen ones you should be looking forward to. What we've missed out isn't worth worrying about. Not yet, at least.

The rest of the stuff in this Christmas issue is everyone having a laugh, as usual. Don't let it bug you. Join in the fun!

Have a great Christmas on us.

PAUL

OUR GUARANTEE OF QUALITY

You should know what you're letting yourself in for with CVG. This mag is one of a kind. Here are a few warnings:



USEFUL INFORMATION

We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.



KNOCK-OUT PICTURES

We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.



WE LIKE A JOKE

We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at games that are stupid, or funny. Same as anyone would.



WE'RE NUMBER ONE

CVG was the first video games magazine ever in the world – we're 17 years old and counting. CVG is the biggest-selling magazine that talks about every type of game.

CVG RATING SYSTEM

5 ...EXCELLENT

Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4 ...VERY GOOD

Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.

3 ...GOOD

Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.



2 ...PRETTY BAD

Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or this is a clumsy attempt at a new concept.

1 ...POOR

Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding in the first place.



CVG TEAM REVIEW OF THE YEAR

PAUL DAVIES



BOSSMAN NO.1

FAV GAMES OF THE YEAR:
TEKKEN 3, VAMPIRE SAVIOR, POKÉMON, GRAN TURISMO, F-ZERO X, YOSHI'S STORY, PANZER DRAGOON SAGA, SONIC ADVENTURE

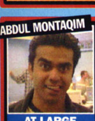
Xylophones, eh. Well, enough about Xylophones. Let's talk about games. Paul is a big fan of games. How else could he be Editor? Anyhow, Paul insists that the CVG staff are as crazy about games as he is.

BEST OF 1998
Sega impress everybody with Dreamcast. Nintendo start to win back lots of dedicated fans, with great games like *Banjo-Kazooie*. Game Boy Color made me very happy when I was down.

WORST OF 1998
Nintendo didn't release *Pocket Monster* in time for Christmas in the UK! Nintendo had hardly any games for N64 until August! *Tekken 3* took forever to be released, and when it came out it was running slow. Bah!

HOPES FOR 1999
PlayStation 2, out before Christmas. Dreamcast to do fantastically, everywhere in the world – and I want to see *Panzer Dragoon* before Christmas! Nintendo to make an impact on this on, wheere aare yo-ou?

ABDUL MONTAQIM





AT LARGE NO.1

FAV GAMES OF THE YEAR:
ISS PRO '98, WIPEOUT 2097, TOMB RAIDER II, TEKKEN 3, MUSIC, GRAN TURISMO, POINT BLANK, QUAKE II

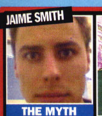
Many people have tried to shake this unshakable man. But failed. A washing machine on spin cycle. Abdul LOVED it! But wasn't shaken. Abdul, your laces are undone. Hey, now there's no need to get so cut up about a thing like that. Abdul, mate...

BEST OF 1998
Dreamcast has brought back some of hype, and high expectation we'd almost forgotten. More people are getting into PCs – more people are going online, and the PC games "club" isn't so exclusive anymore.

WORST OF 1998
Outdated methods used by rival companies trying to stop Sony steamrolling the competition. Seeing the most creative and innovative products fall by the wayside due to lack of marketing skills – eg N64 and Saturn.

HOPES FOR 1999
PlayStation 2 to be released almost head to head with Dreamcast – hopefully resulting in better games all round, and easier access to gaming for everyone. Cheaper and easier access to online gaming.

JAIME SMITH





THE MYTH NO.1

FAV GAMES OF THE YEAR:
F-ZERO X, TEKKEN 3, ZELDA 64, BANJO-KAZOOIE, STREET FIGHTER ZERO 3, STREET FIGHTER EX 2, 1080° SNOWBOARDING, ISS PRO '98

At the start of every day, Jaime is the happiest man alive. At the end of every day, he's even happier. Maybe he hears a lot of good jokes. Maybe he's walking around with feathers in his trousers. We honestly don't get it.

BEST OF 1998
Dreamcast is the most exciting revolution in games since the SNES. Arcade conversions have been great – consoles aren't as far behind as they used to be. This makes Dreamcast even more exciting.

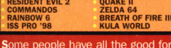
WORST OF 1998
Lack of decent N64 games, in fact the depressing fate of N64 in general. Lots of mediocre stuff on PlayStation. The closure of *Sega Saturn Magazine* as a result of the Saturn's DEATH.

HOPES FOR 1999
Nintendo pull their finger out of their bum – create a brand new machine (Nintendo 2000), or revive the flagging N64 market. PlayStation 2 to deliver what people expect. Dreamcast to be successful.

STEVE KEY



TOE RAG NO.1



FAV GAMES OF THE YEAR:
RESIDENT EVIL 2, COMMANDOS, RAINBOW 6, ISS PRO '98, QUAKE II, ZELDA 64, BREATH OF FIRE III, KULA WORLD

Some people have all the good fortune. Keysie wangled four days in Frankfurt this month, just to play *Legend of Zelda* on N64. It was for review purposes of course, but it's still some kind of special luck. Thanks Nintendo.

BEST OF 1998
Resident Evil 2 was phenomenal. The awesome new wave of military-style PC games. Renewed excitement in our industry as a result of Dreamcast, and news of PlayStation 2. Paul's "Pika-Pika-Pika" e-mail alert sound.

WORST OF 1998
Pointless money-spinning ideas trying to take advantage of football. There only seems to be two big games publishers who buy up everything. It's not as exciting without all the smaller ones. Having two bags nicked/lost.

HOPES FOR 1999
Dreamcast software to be the best, specifically *Sonic Adventure*, football games, and *Resident Evil*. CVG to become the success it deserves to be! Konami to make a decent *ISS* game for Dreamcast.

ALEX HUHTALA



BITCH NO.1

FAV GAMES OF THE YEAR:
1080° SNOWBOARDING, GET BASS, METAL GEAR SOLID, POKÉMON, COLIN McRAE RALLY, RESIDENT EVIL 2, COMMANDOS, ISS PRO '98

Fast becoming the coolest guy around. Catch him if you can. We're trying our best. You want examples? How about getting into a Velvet Goldmine party? Or strutting his short-ass stuff at private functions during fashion week. Eeee.

BEST OF 1998
Dreamcast attracting lots of third-party developers. Original games really shining in the arcades, mainly due to Namco and Sega. Game Boy Color for making me play all my old GB games again. Met Jeff Minter and Ron Gilbert!

WORST OF 1998
Not enough games to play in the Summer. People bad-mouthing Dreamcast before it's even out – not giving it a chance. Delays of software, especially for N64. Too much junk on the PlayStation. Saturn's death.

HOPES FOR 1999
Dreamcast to have the success PlayStation enjoys. Games to bring people together! More than one dominant console. Everything that slipped from last year to finally arrive. *Star Wars: Episode One* to live up to expectations.

ED LOMAS

ASSMAN NO.1

FAV GAMES OF THE YEAR:
QUAKE II, HALF-LIFE, VIRTUA FIGHTER 3TB, STREET FIGHTER A3, COLIN McRAE RALLY, DAYTONA USA 2, NIGHTS, MUSIC

Until Ed joined CVG, we had no one to compare our phenomenal gaming skills with. Since Ed joined CVG, it's the best we can do to match our skills to his superior ones. When Ed chooses to honour us with a challenge, that is.

BEST OF 1998
Playing *Virtua Fighter 3tb* on Dreamcast before everyone else, meeting one of the greatest game creators ever (Yuji Naka), playing *Quake 2* every day, *NiGHTS* still being an incredible game to play, MiniDisc players, Sonic's back!

WORST OF 1998
Not eating at lunchtime for two whole months (too busy playing *Quake 2* to eat), a boring gaming summer, Saturn finally passing on, Nintendo 64 running out of steam, even more crap appearing on PlayStation every week.

HOPES FOR 1999
Fun, clever games on Dreamcast and PS2, more Sonic Team magic, *Quake 3 Arena* to kick ass, *Tempest 3000* to be cool on NUON, network gaming to take off, an amazing new console from Sony, Nintendo to hang in there.

TONY CORMACK

SLAVE NO.1

FAV GAMES OF THE YEAR:
1080° SNOWBOARDING, ISS PRO '98, RESIDENT EVIL 2, COLIN McRAE RALLY, WIPEOUT 64, BRIAN LARA CRICKET, MUSIC, GET BASS

Now Tony is a lively kind of guy. A jively, dancing kind of guy, who doesn't just cut a rug, he'll shred your best carpet as well. When he's really up for it, his drill-like feet could well make a hole in the floor – taking him all the way to Australia!

BEST OF 1998
Dreamcast and PlayStation 2 news renewing a wide-scale interest in gaming. Going snowboarding twice in one year. Being Healthy. Cutting off my hair. Still being able to dance like a hyperactive mad man.

WORST OF 1998
Crap games on the PlayStation – *Spice World*. Why?! Delays and poor UK conversion of *Tekken 3*. Crappy summer weather. David Beckham at France '98. Demise of Saturn. Demise of Nintendo. Summer games = none.

HOPES FOR 1999
Top Skater to for Dreamcast. *Cool Boarders 3* on Dreamcast to rule. Win the lottery. Dreamcast versus PS2 to be a healthy scrap to rejuvenate the games industry. Better chocolate bars. Sonic to make games happy again.

NEWS

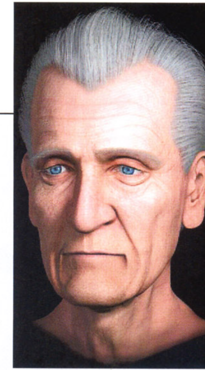


[FINAL FANTASY MOVIE FOR 2001]

You're looking at the first image to be released from the *Final Fantasy* movie. As you can see, it's entirely computer rendered, same as *Toy Story* and *Antz*.

You'll be able to witness the spectacle sometime in 2001. It's being produced at Square Soft's Honolulu office by the man the director of the *Final Fantasy* series, Mr Hironobu Sakaguchi. The script is being written by Al Reinert, who is best known for the script for *Apollo 13*, starring Tom Hanks. Columbia Pictures will be distributing the film.

Anyone who has played *Final Fantasy VII* on PlayStation will know just how powerful Sakaguchi's direction can be. Even without dialogue. On the big screen, with a great score, and cool dialogue, *Final Fantasy: The Movie* is something worth waiting for!



It's rumoured that this is the grandfather of the film's hero.



Who is she? Why is she so worried? Wait till 2001 to find out!



Warriors line up in their pods, observing plans for... what?

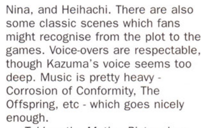


A warrior known as Armorman. Everything else is secret at this stage. You should check out www.aint-it-cool-news.com for more info.

[TEKKEN MOVIE TOTALLY ROCKS]

If you're a big fan of *Tekken*, you'll go mental over this anime.

The storyline follows the progress of the fighters' involvement in the Iron Fist Tournament. All the characters from *Tekken* and *Tekken 2* are in here - mainly Kazuma, Jun, Nina, and Heihachi. There are also some classic scenes which fans might recognise from the plot to the games. Voice-overs are respectable, though Kazuma's voice seems too deep. Music is pretty heavy - Corrosion of Conformity, The Offspring, etc - which goes nicely enough.



Tekken the Motion Picture has just gone out at £12.99, on the AD Vision label. It's worth it just to see Heichachi destroy Michelle's axe by chomping it with his teeth.



Heihachi Mishima. He's so evil, he threw his son off a cliff when he was just a boy, to see if he was strong enough to climb back up!



Kazuma, Heihachi's son. Yes he survived the fall! And YES he wants revenge. This is totally over the top all the way. But it rocks!

[NINTENDO 64 NEW HIGHSCORE]

It's now one million and counting for Nintendo 64 sales in the UK. This is a big 'so what' for PlayStation fans. However you should know that N64 has passed the million mark quicker than it took PlayStation to achieve the same number, making it the fastest-selling console ever in the UK. So, congratulations Nintendo!

[PLAYSTATION DIY REALLY WORKS!]



Programming makes you mad!

The first 'Game Developer UK '98' award has been won by a PlayStation Net Yaroze game. The game is called 'Blitter Boy In Monster Mall', and it was written by Net Yaroze member Chris Chadwick. For his skill, 30 year old Chris walked away with £5000. If you fancy a shot at this kind of cash, check out the GDUK website at http://www.gduk.co.uk.

If you think Net Yaroze will guarantee you success, phone the Net Yaroze Enquiry Line on 0171 447 1616, or go to their site at http://www.scee.sony.co.uk/yarinfo/index.html.



[PROJECT BERKLEY]

The man who invented the 3D fighting game with *Virtua Fighter* has devoted the last three years to *Project Berkley* – a potentially mind-shattering new game.

Yu Suzuki's new game is a whole new genre - FREE (Full Reactive Eyes Entertainment) So what does it mean? What is *Berkley* about? To be honest, we don't know. But we will find out on December 20, when Suzuki reveals his work at a special presentation in Japan.

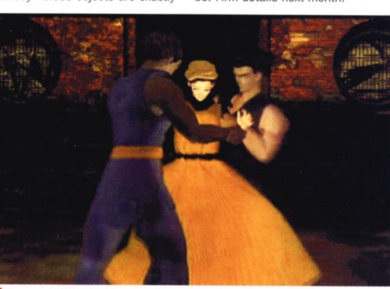
From the clues we've managed to piece together, expect *Berkley* to be an adventure of epic proportions, containing both fighting and racing elements and viewed from a *Tomb Raider* perspective. The pictures shown here give you an idea of the amount of detail in *Project Berkley* - those objects are exactly as they appear in the game and look almost real.


Yu Suzuki, AM2's top guy.

If, as we suspect, the fighting pictures are indeed screenshots, we're in for a feast of detail. The girl's entire costume is completely animated, and she's doing battle with more than one opponent... which should give us some idea of just how technically advanced this game is going to be. Firm details next month!

Only a small object from the game, but look at the way light reflects off its surface. Detail is immense.

Great character design from the top artists at Sega's AM2. We don't know who she is, but she's a great dancer and cool martial artist!


Two men fighting over our heroine. She doesn't look pleased.


As she fights back, her dress moves realistically with the action.

[PLAYSTATION 2000]

We hear Sony have registered the name PlayStation 2000 for their next system. We also hear that our story of PS2 being DVD compatible is now almost guaranteed.

In early November Toshiba Electronics announced a new, unnamed, chip, which features MPEG 2 decoding. Sony attended the Toshiba conference...

Meanwhile, it's also suspected that 3Dfx could be involved. While Sega looked to Power VR for assistance, Sony may well have joined forces with 3Dfx. The new Voodoo 3 graphics accelerator from 3Dfx delivers powerful 2D and 3D performance - seven million polygons per second, and 100-billion operations per second. Voodoo 3 is also uses MPEG 2 to decode DVD information.

And finally, a recent edition of Time magazine stated that 'an interactive cable-television product with Net access is expected next year' from Sony. If this is anything to do with PlayStation 2, it means the way people play games - how we 'buy' them, and how we interact with them - will change enormously. Think about it.

Meanwhile...

[NINTENDO 2000]

Exciting rumours have started about the next generation Nintendo system: Nintendo have a game running on the system. Key developers are taking trips to Japan to see the new system in action. Nintendo's next major event, Space World, is delayed until May 99 so that Nintendo can announce this new machine.

Read between the lines. Nintendo's biggest project after *Zelda*, *Jungle Emperor Leo*, has been cancelled. Yet Jungle Emperor Leo would certainly be the most important project for Nintendo since it involved hooking up with a major animation company, Osamu Tezuka Productions.

The disc drive accessory for Nintendo 64, the 64 DD, is now cancelled for the US and Europe. It will only be released in Japan when the fortunes of N64 take a major upturn. But in Japan N64 is really struggling, if it weren't for Game Boy and *Pocket Monster*, it's widely agreed that Nintendo would be in severe trouble.

From our experience of Nintendo, we know never to underestimate the cunning of President Hiroshi Yamauchi. We're expecting some groundbreaking news in 99 - which may include Nintendo giving up on cartridges! Well, you never know.

[LARA & TUROK FOREVER]

Something for the kids - or gamers who just have to have everything to go with their favourite games!
A new series of action figures are now available, based on *Turok: Dinosaur Hunter*, and *Tomb Raider*. The two 9" Lara figures, scuba or original, will set you back the most at £16.99 each. Turok you can pick up for £6.99 if you just want the 6" figures, or £14.99 if you want the collector's figure on a display stand. If you're having trouble hunting these down, phone Playmates Toys on 0116 282 3500.

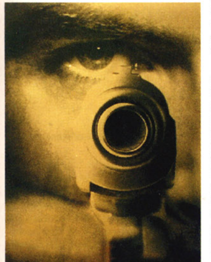


Lara, as you'll soon see her on bedside cabinets across the UK.

Joshua Fireseed engages in a serious tango with his dino mate.

[GOLDENEYE HITS THE BAFTA BULLSEYE]

The first ever BAFTA Interactive Entertainment Awards were held last month. And the first ever Best Video Game of the Year award went to *Goldeneye* on N64.

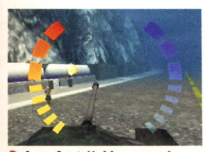


***Goldeneye* on N64. Proving nobody does it better than Rare.**

Goldeneye, developed by Rare, is one of the world's best ever games, let alone just for the UK. So it was also nice to see Rare collect the special award for Best UK Developer of the Year'.

BAFTA (The British Academy of Film and Television Arts) have now recognised video games as an important part of the entertainment world. The new 'Interactive' category is hoped to push the quality of interactive software even further. This isn't exclusive to just British developers, however. Titles such as *Abe's Oddysee*, developed in America, and *Gran Turismo*, developed in Japan, were also considered. In fact *Gran Turismo* picked up the 'Programming of the Year' award, in honour of the achievements made by Team Yamauchi at Sony.

It's great that interactive software is now a focus for BAFTA. We're really looking forward to next year's event.



An unforgettable moment from *Goldeneye* - driving a tank!



The most realistic-looking game on PlayStation - *GT*.

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG



IN ASSOCIATION WITH COMET GAME ZONE

It's Christmas and there's a stack of news and things going on in the video games world that you could rant and rave about. Dreamcast games delayed, PlayStation 2, *Zelda* finally getting a release, awesome new games like *Metal Gear Solid, Ridge Racer 4, Perfect Dark*... need we go on? Anyway, you can win an N64 or PlayStation plus five games if yours is the best letter – so get scribbling!

SPUD-U-LIKE!

Dear CVG

One thing that bothers me is the latest screenshots of Pen Pen Tri-ice-lon and Sengoku Turb on the Dreamcast.

I know Sega have created a stonking machine and have brought back some excitement to the games industry, but I'm worried that they'll make the same mistake as Nintendo – releasing too many cute games. All this does is deter players above the age of 13 and make it a machine for children.

I know Nintendo were targeting a younger audience but it is a known fact that the average age of games players has risen steadily over the years, and if Sega don't cater for this they are doomed to failure.

Knowing Sega, however, they'll probably figure this out in time, unlike Nintendo, who lost a huge amount of customers to Sony and their "cooler" racing and fighting games. It would be nice if the Dreamcast succeeds because if it doesn't, Sega will have to rely solely on their arcade machines as a source of income.

Geoffrey J. Aldrich, County Wicklow, Ireland.

CVG: Those games you mentioned are Japanese launch games because that's exactly the type of game the Japanese market wants. That sort of game will do badly over here, and Sega will alter their release schedule accordingly. So that means we'll get loads of blood and guts shooting games, most of which require zero intelligence to play, to cater for spuds like you who are increasingly influencing the games market.

TRICKS AND TRACKS

Dear CVG,

I would like to ask you a question. Why are there racing games that boast hundreds of cars yet only have 10 or so different tracks? Take *Gran Turismo* for example. It has in excess of 250 cars yet only has a measly 10 circuits. It's a great novelty to have all these realistic cars to choose from and customise, like the Honda NSX and the Aston Martin DB7, but I am certain that most would agree that it would be better to have 250 tracks! There are some games around at the moment which have a considerable number of tracks – *International Rally Championship* on the PC and *V-Rally* on the PlayStation to name two. *V-Rally* has 42 tracks and 11 cars which, in my view, is better than having 10 tracks and 250 cars. *Ridge Racer 4* is featured in issue 203 of your mag with a fantastic 300 cars, yet there are only eight circuits to race them on.

M. McShane, Llandaff, Cardiff.

CVG: Having 250 cars is easier to do in a game like Gran Turismo because the models don't take up very much memory. An entire circuit would require tons of room, and some detail on the tracks would be lost as a result. But it's a fair point you've made. And the majority of the cars race in a similar style anyway.

R.I.P. SATURN MAG

Dear CVG,

This is an urgent letter about the staff of the recently deceased *Sega Saturn Magazine*. I buy both CVG and SSM and I have enjoyed the monthly issues for over two years. However, I was shocked when I bought the recent issue SSM and found out it was the last issue! I know that EMAP published both magazines and I was wondering what had happened to the staff that worked so hard to produce a fine mag, despite the fact that the console was being slaughtered in the market. Have they been sacked (which I think would be very unfair) or have they taken refuge at CVG for the time being? What's more, when the Dreamcast is released, will EMAP be producing a Dreamcast mag like they did with SSM and will the same staff be onboard?

Sam Boulton, Sandbach, Cheshire.

CVG: We can indeed clear this up for you. We will more than likely have a Dreamcast mag when the machine is released, but whether it's the official one remains to be seen. Sega haven't decided which publisher is going to get the licence. As for the staff members, Rich is, and we quote, 'about' and Lee 'the' Nutter is now working on our sister mag, PlayStation Plus. Jason and Matt now work for Lego mag and Nick is cutting his trade as a freelancer. Gary is still causing a stir on the net with his UK: Resistance site, so have a look there too.

PARENTS – THEY'RE ON OUR SIDE! APPARENTLY.

Dear CVG,

I am writing to you with regards to a letter in your mag titled "Anti-computer parents disease".

I am a housewife and mother of three children aged 12, eight and three. We are proud owners of a PlayStation and have just purchased our own multimedia PC. The PlayStation gets a constant hammering, mainly from me and we have all the latest top games. I must admit I am a *Tomb Raider* freak. Other favourites include *Tekken 1, 2* and *3, TOCA, Abe's* and *Res Evil* to name but a few. Sometimes we buy Japanese or American versions because we can't wait for the English versions to come out. I also buy all of the top magazines because I like to keep up with the latest.

So, on a last note to Andrew Hartley, we parents are not all the same. Why should we miss out on all the fun because we're parents? To all the parents out there, get your hands on the nearest joypad and give it a good hammering. You don't know what you're missing.

S. Daniels, Staffordshire.

CVG: So next time you get grief from the folks, show them this letter and kiss goodbye to your troubles.

WHEEL LOVE

Dear CVG,

Could you please tell me if there are any steering wheels that would work with both the PC and the N64. If so, where would I be able to find one?

Paul Giannasi, Stoke-on-Trent, michael@giannasi.freeserve.co.uk

CVG: You can buy a wheel that will work with everything. The Act Labs RS wheel is a standard wheel that has a cartridge slot in the back. You then get a special cart made for the wheel and plug it in so that you can link it to any console you want. For more info, drop Act Labs a line at techsupport@actlabs.com ,or have a look on their website, which is http://www.actlab.com.

PIRACY DEBATE RAGES ON

Yo all,

First of all, piracy is a very important factor here in Malaysia. To us Malaysians, we have nothing but pirated PlayStation and Saturn software. I am a SNES, Saturn and PlayStation owner. The retailers here don't purchase official software. Kinda lame

WIN A MACHINE AND FIVE GAMES

COMET SPONSORSHIP

At Comet Game Zone you can try out the latest games on the top two consoles on the market - Nintendo 64 and PlayStation - before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.





TIME TO DRAW THE LINE?

Dear CVG,
I am writing to express a view on a recent advertising campaign for the re-release of PlayStation *V-Rally*. The adverts depict a motor vehicle lying in a field, apparently after a traffic accident, beside a mock police report.

Firstly, I would like to point out that I am capable of separating fact and fantasy. I am thoroughly caning my Subaru around the tracks of *Colin McRae Rally*, sending my gleaming car to pixellated hell. And I can think of no finer joy than kicking the hell out of a mate on *Tekken 3*, and I am looking forward to the wonderfully grotesque *Thrill Kill*. We are dealing with fictions here – well defined, accurately depicted images that are no more damaging to us than a wet dream.

I'm sure that Infogrames are not out chasing ambulances to promote their next piece of software, and that *V-Rally* photographs are posed wrecks. But the pictures could just as legitimately be used in a cautionary campaign by the police.

I accept that I may be more sensitive to these images having lost a close friend to a road traffic accident, and perhaps if I had lost someone to heroin addiction I might have had a problem with the pseudo drug culture speak of the *Cool Boarders 2* and *N20* adverts, both of which were scrapped after "social concern". But these references were not graphic depictions – they were abstract innuendoes (although their publishers denied any intentional narcotic connection). One of your rivals is even hosting a competition whereby the most spectacular photograph of a road crash will win a batch of PlayStation games.

With the realism now possible in a video game, should a line be drawn? Personally I believe the it's not the games themselves, but how their creators choose to represent them in the real world that is the issue. I would be interested in hearing other readers' views on this subject.
J. P. Moore, North Walsham, Norfolk.

CVG: An excellent point and one that we fully agree with. He's thrown down the gauntlet though, so let's hear your views on this subject.

right? We are given the choice of pirated games (at about the price of your mag) or official "out-of-date" games like *Dragon Force* and *Daytona* (at the price of half a PlayStation). These games are extremely old and only one retail shop in my state sells official software. Heck, some retailers even sell pirated consoles! Unfortunately, without piracy, we can't get anything. It might hurt the game producer, but we have no choice. If the retailers were more responsible, piracy might stop in my country. Until then, it's pirated games for us. Thanks for your time.
Sephiroth's Student, andrewlee69@hotmail.com

CVG: It's a difficult situation. CVG is against piracy because it harms the games industry, but what are you meant to do if the only games available to you are pirated ones? Write in with your views.

A GAME HISTORIAN WRITES...

Dear CVG,
As we approach the dawn of a new generation of consoles, and the PlayStation 2 is set to hit the streets in April 1999, isn't it time the PlayStation was dumped on the scrap heap? It's showing its age, having been around for four years, the releases are slowly going down, and it looks like it'll end up with our SNES's and Megadrives.

I recently bought an N64, planning ahead. I predict the death of the PlayStation by 2000, and the N2000 won't be here until 2001 at least. With more publishers moving to Dreamcast and N64, Sony needs to keep up. Also, as a game historian, I stick to the original companies – Nintendo and Sega. Could *Final Fantasy VIII* mark the end of the 32-bit age?
Ravi Amaratunga, Cambridge.

CVG: Rumour noun 1. information, often a mixture of truth and untruth 2. gossip or hearsay 3. is that too difficult to understand? 4. the PlayStation 2 story we ran was just a rumour 5. no-one confirmed whether we were right or wrong 6. don't pretend you know it all.



CHEEKY CUTTINGS

Dear CVG
First of all I'd just like to say that I've only got a Megadrive.
Anthony Onyetaveli, Rotherham.

CVG: That's very interesting, Anthony.

Dear CVG,
Sega, Nintendo and, hey, Sony are all guilty of one thing – launching at a ridiculous price. It seems that the dedicated games nut gets s*****d every time. Having been violated three times, I'm definitely stalling on the purchase of a Dreamcast and/or PlayStation 2.
Cat, Wallasey, Merseyside.

CVG: £150 pounds for a Dreamcast. That's not what we'd call a 'violation' in terms of a launch price.

Dear CVG,
I am writing to you about a subject that I feel needs addressing – the difficulty setting.
Chris M. Milton Keynes.

CVG: Couldn't answer this one – too hard.

Dear CVG,
A while ago (September 1997) I saw a feature about *Space Station: Silicon Valley* on the Nintendo 64. It looked and sounded like a good game and I thought that it would be out soon after reading "with only five or six months left it before it takes to the shop shelves". Remember, this was written in 1997 so should "definitely" be out by now. It looked like such a brilliant game.
Oliver Bennett, Wandsworth, London.

CVG: It's another of those N64 games that was announced around the same time as the machine came out, and still hasn't appeared. Thankfully though, it's finally out now and you can read a review in this month's issue on page 62.

Dear CVG,
There. Rant over.
Ben Murray, ben@colyukon.demon.co.uk

CVG: That was the most interesting bit of Ben's letter.






















It could have been the perfect Christmas gift, but instead it's now the game that will guarantee a Happy New Year. One more time, from the top...

METAL GEAR SOLID

BY KONAMI **1 PLAYER** **SPRING RELEASE**

We've told you lots about this incredible game over the past year, but with the UK release so close we thought we'd better start telling you about the enemies Solid Snake will meet in the game, plus the weapons and items he will use to fight them.

THE IDEA:
You are Solid Snake, ex-member of an elite anti-terrorist squad called Foxhound. Terrorists have stolen a nuclear weapon and infiltrated a military installation on Shadow Moses Island. The terrorists have identified themselves as Foxhound, your former colleagues. Like Flash Gordon, you have 24 hours to save the World.

BEST FEATURES:
★ **Premise.** Snake enters the base with nothing but a packet of cigarettes and some binoculars. Everything else on this mission has to be found.
★ **Espionage.** Rather than trying to take the base in an all guns blazing fashion, you have to be clever, and as quiet as possible.
★ **Realism.** Rats scurry around on the floor, characters' breath is visible in cold areas and you can catch a cold!
★ **Characters.** Not only is Snake cool, but all the other characters and enemies are just as important.
★ **Fighting.** Rather than shooting guards, you can punch and kick them, or better still choke them to death.

Take two asprins and apply pressure, pronto.



Better check your watch, your days and minutes are numbered.

WHAT MAKES IT DIFFERENT:
The most atmospheric game ever? It looks like a film. With action, special effects, plus great acting and dialogue from all the characters.

HIT POTENTIAL:
Massive, providing the pirates are stopped. Could be the PlayStation's finest hour. If this were a film, it would win more Oscars than *Titanic*!

CHARACTER PROFILES

REVOLVER OCELOT

real name: unknown
sex: male
age: 50s
nationality: Russian
height: 182 cm

As his name suggests, Revolver Ocelot is a master of handguns. He is a gun nut who loves cowboy movies and spaghetti Westerns. He shoots with one hand (Western style), and can use all angles by bouncing bullets off walls to reach a target. He hates wasting bullets. Unfortunately his pistol only carries six bullets, and he's extremely vulnerable if he has to reload.

It's been a long time since I had such a good fight...

There's lots of great cut scenes in the game.

DECOY OCTOPUS

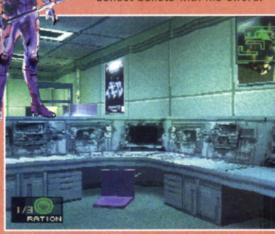
real name: unknown
sex: male
age: 30s
nationality: Mexican

A master of disguise, and former employee of the CIA. To help his disguise he has shaved his cheek bones, jaw and nasal bones. His ears have also been removed. he has a flexible body and can dislocate his joints to fit into small areas. he has good command of over 10 languages and can change his voice. Every time he disguises himself as someone, he asks for mental deprogramming from the military to avoid causing himself confusion.

NINJA

real name: unknown
sex: male
age: unknown
nationality: unknown

Little is known about this mysterious character. He uses stealth camouflage and carries a Japanese katana sword. His reactions are so quick he can deflect bullets with his sword.



Ninja has left the building, but look at the damage the fight has caused. Call Handy Andy.

VULCAN RAVEN

real name: unknown
sex: male
age: 30s
nationality: American
height: 210 cm

Half Alaskan and half Inuit Eskimo, Raven can withstand severe cold temperatures and is incredibly strong. He's able to handle a gatling gun like it was a small rifle. He has a birthmark in the shape of a raven on his forehead, and tattoos covering his body. You'll fight him more than once.

LIFE
GUNNER

The first time you fight, Raven's protected by some big body armour.

LIQUID SNAKE

real name: unknown
sex: male
age: 30s
nationality: British
height: 183 cm

Battle Leader of Foxhound. Liquid was given to the British by the American government at birth. Educated by MI5, fluent in seven languages and with an IQ of 180. He works as a mercenary and assassin. Later worked for the SIS and SAS. Destroyed mobile SCUD launchers in the Gulf War and was captured by Iraqi forces. Later brainwashed and used in terrorist activities in the Middle East.

PSYCHO MANTIS

real name: unknown
sex: male
age: 30s
nationality: Russian
height: 190 cm

Psycho Mantis has strong psychokinesis powers and the ability to read minds. As a child he read his fathers mind, and discovered his father hated him. Discovered by the KGB who helped train him. Since the awakening of his ESP powers, he has no reason to act physically, making him lose his muscles, and leaving him with just skin and bones. He wears a gas mask to hide his disfigured face.

The chairs are alive with Psycho Mantis.



SNIPER WOLF

real name: unknown
sex: female
age: 20s
nationality: Iraqi
height: 176 cm

Sniper Wolf has such incredible patience that she once kept aim on a target for a whole week, without the need for food or drink. She is incredibly accurate, and uses special bullets packed with mercury.

Sniper Wolf is very good at keeping herself concealed.





Shoot her now, you better be quick.



Not much room for cover, you're a sitting duck.

SHOOTING GALLERY

Weapons are introduced into the action just when you may be getting tired of the neck-breaking fights. It may not seem a huge selection, but it's more than enough for Snake to complete his mission. Besides, how does he carry all this stuff?

SOCOM

A basic handgun, and the first real weapon you'll find. Unfortunately if you fire it off, you'll attract a lot of attention because it's loud. Better wait until you can find a silencer, and then start using it. As it's the first weapon, it also has laser targeting, to get you used to pointing and shooting.



The socom is loud – find the silencer first.

NIKITA

This missile launcher is a very impressive weapon. It fires remote-controlled missiles that can be guided to the desired target, and pack a lot of explosive. Guide the individual missiles with an overhead or more handy first-person view. The weapon gets its name from the Luc Besson film *La Femme Nikita*, Hideo Kojima, *Metal Gear*'s director, is a big fan.



The Nikita is very useful for removing security cameras from distance.

You can also give guards a nasty surprise, and chase them Benny Hill style.



THE SNIPER RIFLE!

For those expecting *Metal Gear Solid* to be the PlayStation's answer to *Goldeneye*, we're sorry to disappoint you but they're very different games. Take the sniper rifle for instance. You won't find it until quite a way into the game, and bullets are in short supply. But once you look through that 'scope for the first time, you won't be upset, especially if you manage to spot someone else looking at you with a sniper rifle.

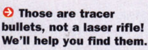
Good shot Jackson!

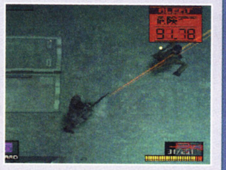


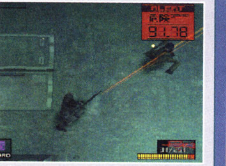
They'll have to re-paint the walls.

FA-MAS MACHINE GUN

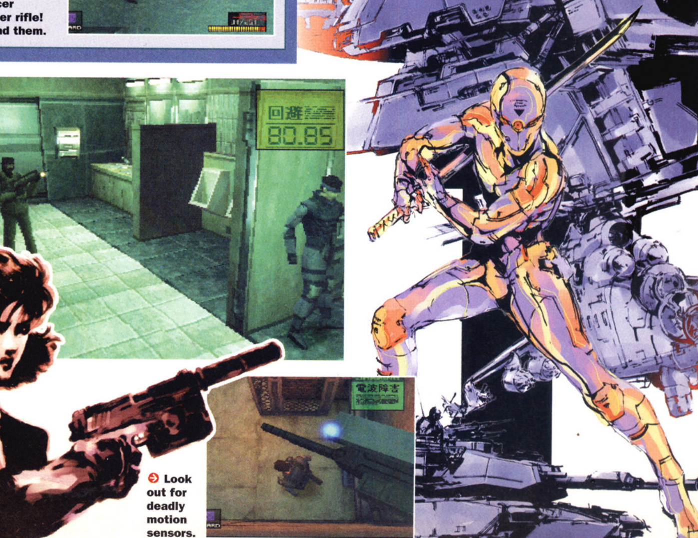
This is more fun. A powerful machine gun, that can fill an area with lead in seconds. Like the Socom it's loud, but with this type of weapon on your side, you won't be worrying about that. We'll tell you a neat trick to get tracer bullets in a future issue.







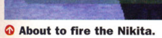
Those are tracer bullets, not a laser rifle! We'll help you find them.



Snake is cornered and he won't fit down the toilet.

Look out for deadly motion sensors.





About to fire the Nikita.



Reams of paper fly around if shot.



Find the camera and take some rather revealing candid snaps.

FUN WITH CARDBOARD

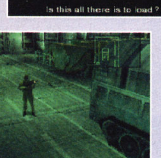
***Metal Gear Solid* is a game full of secrets, but we're not going to spoil anything by telling you all of them before you play the game. Instead we'll be selective in what we reveal between now and when you really want them. For now we'll only tell you about the stuff you may find handy before starting the mission. If you don't want to know any more, just stop reading now!**

BEAM SNAKE UP

Not only can you hide from guards, by concealing Snake in the cardboard box, but by climbing inside one you can be transported across the base. Yes, it acts like a warp tunnel in *Mario*. Simply find a cargo truck and climb in the back, get in the box and keep still, a guard will come and drive you to the area noted on the box. This explains why there are three different types.



It beats having to get the bus.





It may not look that exciting, but there's a lot of fun to be had with a cardboard box.

TALK TO THE ANIMALS

You'll meet wolves later in the game that will attack you. There's a cool trick you can play with a cardboard box to make them like you. It only works if you do it the first time you enter their lair. All you have to do is shoot Meryl so she makes the wolves attack, immediately get into the box, and the little wolf will come and sniff the box. He'll lift his leg and mark his territory on the box and, more importantly, you. Now you'll smell like a wolf, and can move around in this area with no hassle whatsoever.



That frisky little fella is the solution to all your 'avoid the wolves' prayers.

NEW GAMES





SEE YOU SOON

Next month, CVG will bring you a new interview with the *Metal Gear Solid* team, with questions posed by YOU. Plus, there'll be loads more exciting screenshots and one or two surprises. So until then...

Hot new games for '99!

Sit tight, and sit long. You're about to enter the magazine equivalent of ten rounds with Naz. Knock yourself out with eight pages of the games CVG is expecting will hit big in '99.



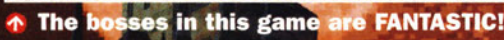
CASTLEVANIA 64

BY KONAMI **1 PLAYER** **OUT SUMMER '99**

The Castlevania series continues, and for the first time it's in 3D!

THE IDEA:
Stop Count Dracula and his latest scheme to suck the blood out of the land of the living. Battle hundreds of enemies including skeletons and wolves. Solve puzzles, avoid traps and stay alive.




The bosses in this game are FANTASTIC!





BEST FEATURES:
- ★ Play as Vampire hunter Schneider Belmont or Carrie Eastfield a girl with powerful magic.
- ★ Time of day plays an important part. Different enemies depending on whether it's day or night.
- ★ Use a cross-hair to target enemies. If it turns red, your whip or magic is locked-on an enemy.

WHAT MAKES IT DIFFERENT:
Castlevania has always been big on action and gross-out enemies. The latest version is no different.

HIT POTENTIAL:
Castlevania games have always performed well on Nintendo consoles, the latest installment should be the biggest success yet.



This enormous skeleton is fully articulated. It chases your hero around the place, trying to jump on his head! You have to see this to believe it. Honestly, it's incredible!

WILD METAL COUNTRY

BY DMA **1-8 PLAYER** **OUT MARCH**

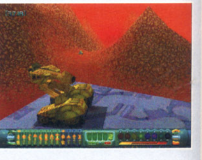
Fast-paced strategy/battle game, with zippy tanks toting HUGE caliber weapons.

THE IDEA:
The machines take over the planet, and humans have to fight back - yep, just like Terminator. Have fun steering tanks around, blasting enemy tanks to pieces. In a one-player game your aim is to clear areas by collecting power cores.



From the same people who brought you *GTA*!

BEST FEATURES:
- ★ Computer-controlled enemies are so life-like, they even make driving mistakes.
- ★ Explosions create shock waves, which send tanks reeling - even tip them over.
- ★ Use of real physics affects everything - mines roll down hills, tanks slip and slide.



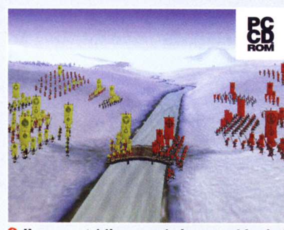
WHAT MAKES IT DIFFERENT:
Total freedom to exploit your tank and the awesome weapons. It's a pyro playground!

HIT POTENTIAL:
Original, and scope for endless enjoyment. Explosions that light up the sky, and send objects flying. Depth of strategy will satisfy the 'hardcore'.

SHOGUN TOTAL WAR

BY CREATIVE ASSEMBLY 1-16 PLAYER OUT MARCH

A kick-ass new take on the real-time strategy thing. *Star Craft*: be very afraid!



Have you got the nerve to be a great leader?

THE IDEA:
You are a military general aiming to establish your family as rulers of ancient Japan. You have 150 years to achieve this, which means you'll need to ensure that your children can kick ass too. At your command are 1000s of troops.





BEST FEATURES:
★ Every soldier has individual skill, strength, and honour. 1000s of would-be heroes!
★ Play the game as real-time 3D battles, or as turn-based strategy on an overhead map.
★ 100% authentic. Real strategies and characters to carry them out: Ninja, Samurai, etc.

WHAT MAKES IT DIFFERENT:
The most realistic battle game ever. The research behind this game was truly immense.

HIT POTENTIAL:
The theme of Shogun means that it is extremely bloody, and the sense of honour adds another exciting dimension. Yep!

TIBERIAN SUN

BY WESTWOOD 1-4+ PLAYER OUT WINTER

The original war strategy game gets a third revamp. Could it be



BEST FEATURES:
★ Improved multiplayer support: Clans, league ladders and player profiling.
★ New vehicles and units. Updated and improved versions of old battle craft.
★ It doesn't require 3D cards to run. MMX is the top spec needed.

THE IDEA:
Take control of two enemy forces, the GDI or NOD and create an entire arsenal to take down the opposition. Choose where to position you base, send out troops to battle and mine the mineral Tiberian. This gives you more power and money.



WHAT MAKES IT DIFFERENT:
They've listened to fans requests and made the game how the public wanted.

HIT POTENTIAL:
There's no doubting this is going to be huge. The *C&C* fanbase is big enough anyway, but the hype is really building now.

SOUL REAVER

BY CRYSTAL DYNAMICS 1 PLAYER OUT MARCH

Originally a top down perspective game, Kain is now in 3D!



THE IDEA:
Keep yourself alive by sucking the souls from creatures and absorbing them yourself. You control Raziel the vamp and have to battle through two dimensions against 10 class of rival vampires. Play the game without intrusive icons on screen.

***Soul Reaver* looks like being one of the best designed games of 99. The art is out of this world!**



BEST FEATURES:
★ The morphing between the two dimensions. Eerie sound and graphic effects are cool.
★ Visual touches. The stream of bubbles coming from Raziel as he swims for example.
★ Hand to hand combat. Use anything that's near to impale and slice enemies.

WHAT MAKES IT DIFFERENT:
A cool vampire game. Only Castlevania has been successful making this concept work in games.

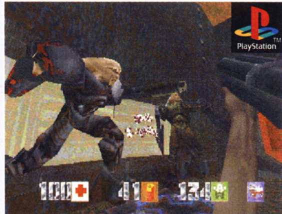
HIT POTENTIAL:
Our initial impressions are that this is awesome. It looks fantastic, and has loads of ideas that could make *Soul Reaver* something special.



QUAKE 2

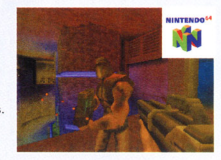
Proof that console conversions of the best blaster ever created are coming on strong!

BY ACTIVISION | 1-2 PLAYER | OUT 1ST QUARTER



PlayStation *Quake 2* already looks the funk!

THE IDEA:
Blast your way through the mutant Strogg troops in search of weapons, switches, keys and hidden areas. With multiple players, the idea is to find your friends and blast them! Hopefully *Quake 2*'s best features will all be carried over to the consoles.



WHAT MAKES IT DIFFERENT:
The original mouse/keyboard control is being redesigned to work quickly on analogue joypads.

BEST FEATURES:
- ★ The PlayStation version's graphics are extremely fast and smooth, even in split-screen mode.
- ★ Split-screen deathmatches - one of the best multiplayer modes ever, now on the consoles.
- ★ Lots of big guns which turn enemies into big chunks of bloody meat. Lovely!

HIT POTENTIAL:
With the PC original being so massively popular, console *Quake 2* could be enormous! We're all very excited about this one.

VIRTUA FIGHTER 3tb

The best arcade fighting game ever will show off Sega's Dreamcast in September 1999!

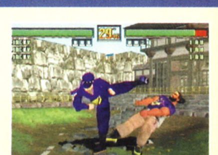
BY AM2 | 1-2 PLAYER | OUT SEPT

THE IDEA:
Create the ultimate team of three martial artists, then take on another team in one of the 3D fighting arenas. Battle away one by one until all three members of a team have been worn down and knocked out, or forced out of the ring.



HIT POTENTIAL:
The *Virtua Fighter* games have never been as big in Europe as they are in Japan, but *VF3tb* could be the one to convince everyone.

BEST FEATURES:
- ★ The Team Battle mode - choose your team of three, then battle until your opponent is all out!
- ★ Arcade-perfect gameplay - the quickest and most skill-based fights ever in video games!
- ★ A Dreamcast-exclusive training mode so you can master even the most complex techniques.



WHAT MAKES IT DIFFERENT:
A simple control system, intuitive moves, and unlimited fight possibilities! Find your own style.

PERFECT DARK

BY RARE | 1-4 PLAYER | OUT MAY

The game which stands a chance of making *Goldeneye* look crap!



Better gameplay and higher levels of grap

THE IDEA:
You're a highly trained secret agent, a lot like James Bond. Main difference is that you take on the role of a girl - Joanna Dark. The game is played from a first-person perspective. Prove your skill through expert use of weapons, gadgets, and stealth.

BEST FEATURES:
- ★ From the same people who did *Goldeneye*, the best game on Nintendo 64.
- ★ Uses the Memory Expansion Pak, so everything looks super sharp and detailed.
- ★ More guns and gadgets than Goldeneye, which means more strategy involved.





WHAT MAKES IT DIFFERENT:
A two-player simultaneous adventure! Team up with a mate to handle missions together.

HIT POTENTIAL:
The cred of a new Goldeneye-style game, mixed with a heroine who is sexier and more deadly than Lara Croft. *Perfect Dark* is irresistible.

TANKTICS

BY DMA | 1-4 PLAYER | OUT MARCH

Build tanks, and move them around landscapes to defeat others!



BEST FEATURES:
- ★ Original control system - an anti-gravity crane, suspended over the 3D play area.
- ★ Tanks are made of seperates - an engine, radar, tracks, and weapons.
- ★ You can mix and match parts to create an infinite range of weird tanks.

THE IDEA:
Tanks defeat other tanks in abstract worlds, according to your quick reactions and ability to think. Use your mouse to control a crane that pieces together tanks. Compete against the computer, or up to three other players across a network.



Gameplay is weird, but fun and inventive.

WHAT MAKES IT DIFFERENT:
Easily the most original take on a wartime strategy game we've seen. It's a laugh too.

HIT POTENTIAL:
DMA are one of the software teams you can rely on, 100%. Corny, but: Tanktics is a game that can be picked up and enjoyed by anyone.





SILENT HILL

BY KONAMI — 1 PLAYER — OUT 1ST QUARTER

Creepier than *Resident Evil*, and even more atmospheric. This game will freak you out!

WHAT MAKES IT DIFFERENT:
Lots of puzzles and great creatures. The direction makes it a serious challenge to Resident Evil.

HIT POTENTIAL:
If the finished game is as good as the demos we've played, you should start saving now! We can't stress enough how atmospheric it is!

Better gameplay and higher levels of grapBetter gameplay and

Get them off me!

THE IDEA:
Your daughter's gone missing, and you're going to find her. But you'll have to take a detour through the creepy town of Silent Hill, a place full of strange creatures, grisly murders and flickering lights.

PlayStation

Kind of reminds you of *Resident Evil*, right? Well, don't underestimate this game!

BEST FEATURES:
- ★ More atmosphere than *Resident Evil*: restrictive camera angles, plus lots of flickering lights.
- ★ Makes you scared while playing, not always for what it shows you, but what it doesn't.
- ★ Incredible rendered cut scenes help the story, plus some of the best game music ever heard.

SONIC ADVENTURE

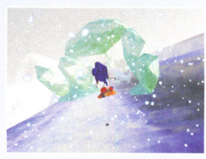
BY SONIC TEAM — 1-4 PLAYER — OUT MAY

He's been in hiding for years, but Sega's bright blue hedgehog is back to conquer the world!



Detail and atmosphere like you won't believe!

THE IDEA:
Travel the world defeating Robotnik and Chaos's evil minions, while searching for Sonic's friends. You can use other characters to find extra routes. Reach extremely high speeds to test your reactions, or just explore the enormous game world.



WHAT MAKES IT DIFFERENT:
Each of the six playable characters plays through each level in a completely different way!

BEST FEATURES:
- ★ Some of the biggest levels ever in a game, packed with beautifully-detailed graphical touches.
- ★ Little dudes who live in the game can be moved into your VMS then played with on the move!
- ★ A real plot that develops through characters speaking to one another during the game.

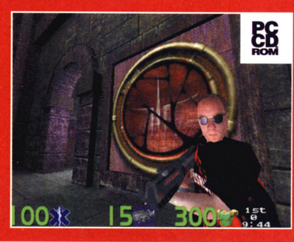
HIT POTENTIAL:
Sonic 2 on the Sega Mega Drive was one of the biggest games ever. There are plenty of *Sonic* fans in the UK who are going crazy for this!

QUAKE 3 ARENA

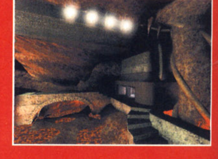
BY ID SOFTWARE — 1-64 PLAYER — OUT SUMMER '99

id Software's classic gets a third groundbreaking installment! The best multi-player yet.

THE IDEA:
Quake 3 Arena is being designed entirely as a deathmatch game. Even in single-player mode, you'll be fighting against artificial intelligence bots - lightning reactions and perfect control will be essential!



BEST FEATURES:
- ★ Three player classes - Light, Medium and Heavy - each with varying speed and armour ratings.
- ★ Enhanced effects. Plus an all-new Haste power-up for speed, and Predator-style cloaking device!
- ★ High-resolution textures, curved surfaces, and fantastic effects mean *Quake 3* looks unbelievable.



WHAT MAKES IT DIFFERENT:
"The best graphics, the best networking, the best gameplay - but no plot." (John Carmack, id)

HIT POTENTIAL:
id Software are hoping to attract casual gamers with easier-to-understand level design and control.

FINAL FANTASY VIII

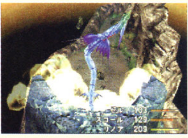
BY RARE **1-4 PLAYER** **OUT MAY**

Few games can duplicate the excitement and drama of the *Final Fantasy* series.



BEST FEATURES:

- ★ Stunning magic attacks, plus breathtaking pre-rendered backgrounds. A visual feast.
- ★ Another epic masterpiece of a musical score to compliment the drama on screen.
- ★ Heightened graphical realism means you empathise with everyone in the game.



Return of the Leviathan!

WHAT MAKES IT DIFFERENT:
Closest thing yet to 'playing a movie'. Hard to describe - an experience like no other.

HIT POTENTIAL:
Everything you loved about *Final Fantasy VII* , with better everything. With *Final Fantasy* fans legion across the globe, this will be big!



This winged demon is gonna toast your ass!

THE IDEA:
The classic *Final Fantasy* themes, updated once more for PlayStation. Meet the kind of characters George Lucas would kill for. Get to know them like family, and develop their skills. Follow numerous amazing adventures on the way to defeat the ultimate evil.

OMIKRON

BY QUANTIC DREAM **1-? PLAYER** **OUT OCTOBER**

A new life awaits you on the off-world colony of Omikron.

THE IDEA:
In the crystal-domed city of Omikron, far away in the parallel universe of Phaenon, the evil Prince Of Demons, Astaroth, is harvesting souls. Your mission is to take over the body of one of Omikron's inhabitants and stop Astaroth.

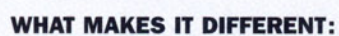


It's so cold, his smile has frozen on his face!



BEST FEATURES:

- ★ Go anywhere in Omikron, meeting people as you do.
- ★ Taking over other people's bodies when you die!
- ★ The futuristic alternate universe looks excellent. Everyone drives hovercars like in *Back To The Future 2*!



WHAT MAKES IT DIFFERENT:
Omikron is going to be the first game to feature facial motion-capture in real-time. Look forward to super-realistic expressions.

HIT POTENTIAL:
It's still early days, but it's already looking cool. But with Eidos's extremely successful marketing team behind it, *Omikron* can't fail.

POKÉMON

BY GAME FREAK | 1-2 PLAYER | OUT FEBRUARY

Combines *Zelda*, and *Magic: The Gathering* to make a great new experience.

HIT POTENTIAL:
Once you get started, you're hooked. It's a fun, simple game with huge possibilities. Japan and America have been taken by storm (11 million copies sold). You're next.

WHAT MAKES IT DIFFERENT:
Trainers everywhere will be net-working in the streets to trade and fight their pokÉmon!

Battles in PokÉmon involve a lot of tactical skill. You don't need the biggest moster to win, so long as you know your rival's weakness!

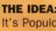
BEST FEATURES:
★ The adventure is as good as *Zelda* on Game Boy. Great little story. Cool puzzles.
★ All 151 Pokémon types are unique - even the same type can be trained differently.
★ Two versions - Red and Blue - feature different monsters, so you have to trade!

THE IDEA:
Use your skill and cunning to track down 150 Pocket Monsters (poke-mon): Solve mysteries, and fight rivals to access new hunting grounds. Trading with friends is the only way to 'Catch 'em All'. Training your pokemon to win is the key.

BLACK & WHITE

BY LIONHEAD | 16+ PLAYER | OUT 3RD QUARTER

Latest from the mind behind *Populous, Dungeon Keeper*, and *Theme Park*.



THE IDEA:
It's Populous, meets *Magic Carpet*. You're a sorcerer, observing the world from a remote citadel. You must gain, and maintain, control through the minds of tribes people - using the rituals of the world's ancient religions to create magic, for good or ill.



How a celtic village looks, when represented by this amazing graphics engine.

BEST FEATURES:
★ All tribes display natural behaviour, such as working, playing, and falling in love.
★ Battle with other sorcerers using spells. You can anticipate spells and counter!
★ Nurture a giant creature. Breed him to be good or evil, perform magic, eat people!

WHAT MAKES IT DIFFERENT:
'Gesture Recognition'- cast spells by practising intricate patterns with the mouse.

HIT POTENTIAL:
Fans of Peter Molyneux's games will snap this up immediately. Word of mouth should ensure it long term success. Should be another milestone for PC.

JET FORCE GEMINI

BY RARE | 1 PLAYER | OUT FEBRUARY

The busiest, most explosive action game on N64. Looks amazing.

BEST FEATURES:
★ The busiest 3D worlds to have appeared on N64. The action in *JFG* is relentless.
★ Promises to have the best cinematic cut scenes in any game in Nintendo 64.
★ Packed with secret zones, so you won't be finished playing this game in a hurry.



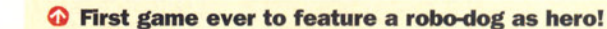
WHAT MAKES IT DIFFERENT:
A packed 3D world, in which lots of characters buzz about at speed, shooting each other.



HIT POTENTIAL:
A fresh approach to one of the most popular themes in games. Quality is guaranteed, since this is from the makers of the best N64 games.



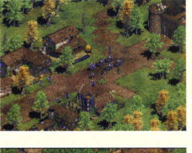
THE IDEA:
Far-fetched fun! You control one of two heroes, out to protect the galaxy from the rule of an evil tyrant. This brings fast-action sci-fi shoot-'em up scenes to N64, as your guys engage in gun-fights with alien 'insectoids'.


First game ever to feature a robo-dog as hero!

AGE OF EMPIRES 2

BY MICROSOFT **1-8 PLAYER** **OUT SPRING**

A sequel that's out to prove one million owners can't be wrong.





BEST FEATURES:
★ New civilisations include the English, and raiders like Celts, Mongols and Vikings.
★ Armies inflict more damage depending on where they attack the enemy - flank or rear.
★ Can be played solely as an economic game, so passive players needn't worry about battles.

WHAT MAKES IT DIFFERENT:
Each civilisation has one unique unit, that will be a major component for its success.

HIT POTENTIAL:
The original sold over a million. The sequel looks like it will be even better. If it doesn't get to number one on the PC charts we'd be surprised.



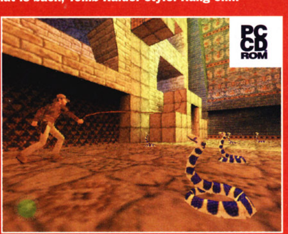
THE IDEA:
Take control of a civilisation and survive history. The original only let you play into the Stone age, so the sequel spans four new eras from Dark to Imperial Age. That means all new units and greatly improved Artificial Intelligence.

INDIANA JONES AND THE INFERNAL MACHINE

BY LUCAS ARTS **1 PLAYER** **OUT SUMMER ,99**

The man with the hat is back, *Tomb Raider* style. Hang on...

THE IDEA:
1947, the Cold War has begun and The Nazis have gone. Indy's up against a new enemy - Soviets. They are exploring the ruins of the fabled Tower of Babel, in search of the mysterious Infernal Machine, but not if Indy gets there first.



'Snakes! Why did it have to be snakes?!'





BEST FEATURES:
★ 16 levels set amongst the ruins of Babylon and underground labyrinths of the Olmecs.
★ From Hal Barwood the man who gave us Indiana Jones and the Fate of Atlantis.
★ Lots of snakes, plus that famous theme tune. Should send a tingle up the back of your neck.

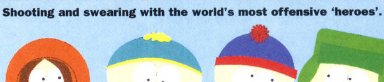
WHAT MAKES IT DIFFERENT:
Tomb Raider stole heavily from the Indiana Jones movies, so who better to steal the idea back!

HIT POTENTIAL:
A *Tomb Raider*-style adventure starring the greatest action hero ever. We've got our fingers crossed.

SOUTH PARK

BY IGUANA/ACCLAIM **1-4 PLAYER** **OUT FEBRUARY**

Shooting and swearing with the world's most offensive 'heroes'.







I'm not sure about this script. I thought the first series was better...



Forget chainguns. Snowballs can hurt really bad if they're packed tight!

THE IDEA:
The latest TV craze makes the inevitable cross-over into a game. The result is a shoot 'em up where a passing comet has made the South park residents go crazy. It's up to our four foul-mouthed heroes to save the day.



BEST FEATURES:
★ *South Park* on N64 looks better than TV. All your favourite characters now fully 3D!
★ Weapons include Cow Launchers, Sniper Chickens, Snowballs... and yellow Snowballs!
★ All the characters make an appearance including Chef, Mephisto and the rest.



WHAT MAKES IT DIFFERENT:
Nothing has been toned down. Get ready for lots of swearing and other offensive stuff.

HIT POTENTIAL:
Providing the South Park bubble doesn't burst this will be huge. But after *Turok*, *Quake*, and *Goldeneye* does Nintendo really need another shoot 'em up?





GALLEON

Lara Croft is about to meet her nemesis: First new game from the creator of *Tomb Raider*.

BY CONFOUNDING FACTOR **1 PLAYER** **OUT 3RD QUARTER**

PC CD ROM

From the creator of Lara Croft: Cpt. Sabrier!

THE IDEA:
Top secret first game from this new company, headed by the creator of Lara Croft and the main programmer of *Tomb Raider*. You play a legendary mariner and warrior in search of the origin of a mysterious ship and its precious cargo.

WHAT MAKES IT DIFFERENT:
Some competition for Lara at last? It'll be interesting to see who wins this awesome showdown.

BEST FEATURES:
- ★ The main character, Captain Rhama Sabrier, has superb animation and a wide range of moves.
- ★ Captain Rhama has the ability to lock on, and then propel himself off objects with his sword.
- ★ A large adventure, spent visiting a series of islands, each full of puzzles and large creatures.

HIT POTENTIAL:
The *Galleon* team are keen to avoid *Tomb Raider* comparisons, but quick to criticise the game they left behind! *Galleon* will gather a lot of attention.

DAIKATANA

BY ION STORM **1-32 PLAYER** **OUT SPRING**

John Romero says *Daikatana* will finally be unleashed in 1999!



PC CD ROM

Scenes the likes of which you've never seen!

THE IDEA:
Travel through time battling bad-ass creatures, searching for the truth behind the murder of your mentor. The *Daikatana* is a magical sword with time-travelling powers which was recovered in 2455AD the evil man responsible for everything wrong with time.

BEST FEATURES:
- ★ Levels set in different time zones from Ancient Greece through to a future San Francisco.
- ★ Tons of weapons. A complete different set for each time zone, so you get lasers as well as swords!
- ★ Having the creator of *Doom* and *Quake* in charge of the project makes *Daikatana* very exciting.



WHAT MAKES IT DIFFERENT:
Computer-controlled teammates work with you throughout the game. Co-operation is essential.

HIT POTENTIAL:
Romero's name features in the *Daikatana* logo - that's how cool he is! His game is looking great too. Should be a match for *Half-Life*!

X-WING ALLIANCE

BY LUCASARTS **1-8 PLAYER** **OUT SPRING**

The Star Wars space combat series continues in great style.



BEST FEATURES:
- ★ The Millennium Falcon, need we say more? You can even control the quad laser cannon turrets.
- ★ Double the action of previous X-Wing games - spectacular battles, and twice as many craft.
- ★ Take part in a 'Secret Weapons of the Empire' battle involving experimental starfighters.

THE IDEA:
More than 50 new missions for fans of the *X-Wing* series to enjoy. The story is stronger than *X-Wing Vs. Tie Fighter*, with the action picking-up after the Battle of Hoth, and including the Battle of Endor. Plus for the first time, your chance to pilot the Millennium Falcon.

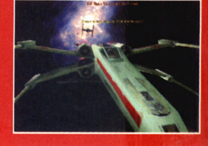


PC CD ROM

She might be a hunk of junk, but she's fast!

WHAT MAKES IT DIFFERENT:
The Millennium Falcon, plus the X-Wings. An improved one-player game, which is what we want.

HIT POTENTIAL:
Anything with the Star Wars name is going to be massive next year. There's loads of new games on the way, but *X-Wing Alliance* is first!



DANCING IN THE AILSES

That's a lot of cool games to lose your mind over. We almost lost ours trying to fit them all in eight pages. Still we've more left over, which shouldn't be ignored.

From Konami, you should keep an eye out for a great new fight game called *Kensei*, and a *Resident Evil*-style game on N64, *Hybrid Heaven*.

Stay sharp for *Street Fighter Zero 3* on PlayStation - can't wait to see how Capcom made PocketStation work with that one.

The *Conker's Quest 3D* platform game on N64 could set new standards. According to a spokesman at Rare: "There have been a lot of changes. People will be shocked. Some people will have to eat their words." Wow.

Rayman 2 from Ubi Soft is a graphical showcase for Power VR and Dreamcast. But we'll hold out for the gameplay.

Warzone 2000 - a 3D strategy game from Eidos, which looks especially cool on PlayStation. Command and *Conquer*, be afraid!

Finally, Sid Meier's *Alpha Centauri* - the next big step in the Civilisation series. Colonising the stars using your skills of government and military strategy.



An original fighting concept in *Kensei*, from Konami. '99 looks good!


With new LEGO® software
you can build your own virtual world
OK, Mr LEGO pants, so you've built yourself a virtual helicopter. But that's not enough for you is it? Oh no, you have to get inside the cockpit and fly it. Show off.
What if you could build with LEGO bricks on your PC? What if they were 3D bricks? What if they never ran out? What if the Government banned the words 'what if'? Then what?
We asked Biker Bob to say a few words about LEGO Creator. Sadly, he's made from plastic and therefore unavailable for comment. However, you will find this exclusive LEGO collectors item free inside the box.
LEGO Creator is equally suitable for those who enjoy deconstruction (or blowing things to bits as we say in English).
Boom!
PC CD-ROM
also available
LEGO creator
LEGO LOCO
LEGO chess
LEGO media.
Imagine a new way to play.
®LEGO is a registered trademark.
©1998 The LEGO Group.
www.LEGO.com

PLAYSTATION

TOP 10 MUST-HAVE GAMES

1998 has been the year of the racing game for PlayStation – with the best ones making it onto our list. Plus there's a few hit sequels you should consider adding to your collection.

CVG #199 JUNE '98 | DRIVING GAME | BY SONY JAPAN | 1 PLAYER | HIGH FIVE!

GRAN TURISMO



Over 160 different types of car, loads of upgrade options, and tough races to compete in. Add an innovative licence test that has to be completed before you even get to sit on a starting grid, and some super-realistic handling. The finished result is a game worthy of "the real driving simulator" tag.

CVG #201 AUG '98 | RACING GAME | BY CODEMASTERS | 1-2 PLAYERS | HIGH FIVE!

COLIN McRAE RALLY



It may not have the same amount of cars to play with as *Gran Turismo*, or graphics to match, but *Colin McCrae* is all about the driving. It does this even better than *Gran Turismo* (plus you can roll the cars). The car physics are incredible, and the tracks you race are a driver's dream.

CVG #198 MAY '98 | SURVIVAL HORROR | BY CAPCOM | 1 PLAYER | HIGH FIVE!

RESIDENT EVIL 2



A whole town overrun by the living dead and two new stars to survive the horror. All monsters, shocks and graphics are cranked up to an awesome new level. The best feature is the added replay value – you can only discover the whole game by completing the different scenarios.

CVG #204 NOV '98 | SHOOTING GAME | BY NAMCO | 1 PLAYER | HIGH FIVE!

TIME CRISIS



The best gun game available for PlayStation at a budget price. Rescue the President's daughter by shooting all the guards in the fortress. Even more incredible than the quality of the conversion is the new PlayStation mode: an extra eight-stage mission which is bigger than the original game!

CVG #202 SEP '98 | FIGHTING GAME | BY NAMCO | 1-2 PLAYERS | HIGH FIVE!

TEKKEN 3



The graphics are only a slight compromise compared with the original arcade game. All the fighters are present, now with even better rendered movie-style endings. There's also the secret characters to find, a scrolling-fighter Tekken Force mode, and a bizarre game with a beach ball.

CVG #203 OCT '98 | FOOTBALL GAME | BY KONAMI | 1-2 PLAYERS | HIGH FIVE!

ISS PRO '98



It may not have great commentary, or real players' names – although these can be changed. But it does have the best football action around – lovely passing and off-the-ball movement from players. If you like football, you need this game. We play this game every day of the week, without fail!

THIS ISSUE YA BUNCE! | 3D PLATFORM | BY CORE | 1 PLAYER | HIGH FIVE!

TOMB RAIDER 3



Dedicated to all those people who thought the second game was too soft. This is the perfect mix of the original game's puzzles, and the sequel's shooting, with some of the toughest *Tomb Raider* levels you'll ever play. There are also new vehicles, new creatures, new weapons and lovely hi-res graphics.

CVG #180 NOV '96 | FUTURISTIC RACING GAME | BY PSYGNOSIS | 1-2 PLAYERS | HIGH FIVE!

WIPEOUT 2097



The oldest game here, but still unsurpassed. *Wipeout 2097* is a super-fast racer with weapons – the sport of the future today. A dance-fuelled soundtrack coupled with the speed-thrill visuals and fancy weapon effects make this the most attractive club night you could have, without going out.



CVG #205 DEC '98 | RACING GAME | BY CODEMASTERS | 1-2 PLAYERS | HIGH FIVE!



TOCA 2: TOURING CARS



Double the size of the original, with improved graphics. There are added bonus tracks, seven different support cars with unique handling, and a bunch of cool secrets. With the closest and most exciting races in any driving game, no speed fan should be without *TOCA 2: Touring Cars*.

CVG #205 DEC '98 | MUSIC CREATOR | BY JESTER INTERACTIVE | 1 PLAYER

MUSIC



A music creation tool that allows you to make dance music with your PlayStation. 3000 different instrument sounds, and more than 750 pre-set riffs, pieced together with a simple interface. You can create a tune in less than 30 minutes, and make a video to accompany your creation.



NINTENDO 64

TOP 10 MUST-HAVE GAMES

The releases are coming thick and fast in time for Christmas after another slow start to the year for Nintendo. *Zelda* is the star here, plus the best snowboarding game ever!

IN THIS ISSUE | ROLE PLAYING GAME | BY NINTENDO | 1 PLAYER | HIGH FIVE!

LEGEND OF ZELDA



Fans of *Zelda* always had faith that this game would be amazing. All the trademarks from previous *Zelda* adventures have been retained, but thanks to everything now being in 3D, the gameplay seems incredibly fresh. The size of the game means that you'll still be playing this well into next year.

CVG #193 DEC '97 | KART RACING GAME | BY RARE | 1-4 PLAYERS | HIGH FIVE!

DIDDY KONG RACING

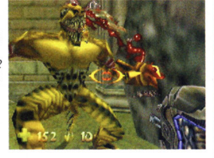


Brilliant multi-player modes, and an awesome one-player racing adventure. You're not confined to just karts – there are hovercrafts and planes. A great enemy in the guise of Wizpig, and some of the best game secrets ever. If you think "cute" means "easy", think again – this is a tough challenge!



CVG #205 DEC '98 | CORRIDOR GAME | BY IGUANA | 1-4 PLAYERS

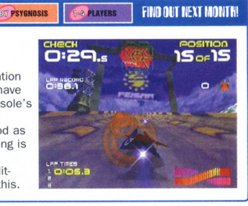
TUROK 2



Turok has a score to settle – he's out to prove that his game beats *Goldeneye*. It doesn't, but *Turok 2* has thrills all of its own, not least the outrageous weapons! There are new multi-player modes that aren't in the original, and, thanks to the Jumper Pak, this is the sharpest-looking game on N64.

IN NEXT ISSUE | FUTURISTIC RACING | BY PSYGNOSIS | 1-4 PLAYERS | FIND OUT NEXT MONTH!

WIPEOUT 64



Rather than port the PlayStation game onto N64, Psygnosis have built a game around the console's strengths. What you get is a remix that's every bit as good as the original. Only thing missing is the famous music, but the N64-exclusive four-player split-screen mode makes up for this.

CVG #201 AUG '98 | PLATFORM GAME | BY RARE | 1 PLAYER | HIGH FIVE!

BANJO-KAZOOIE



This game brightened up a dull Summer – a platform romp to rival the mighty *Mario 64*. The size of the adventure, plus the huge amount of things to collect, is very impressive. Add dollops of cute, intelligent puzzles and enough polish to embarrass Mr Sheen. A sequel is on its way.

CVG #204 NOV '98 | SNOWBOARDING GAME | BY NINTENDO | 1-2 PLAYERS

1080° SNOWBOARDING



The most realistic snowboarding game around, thankfully it's a lot of fun as well. *1080°* wins style points for having you control the 'boarder and not the board. There are six large downhill courses, an air-make ramp, half pipe and some cool shortcuts. Tricks take real skill to pull off.

CVG #192 NOV '97 | CORRIDOR GAME | BY RARE | 1-4 PLAYERS | HIGH FIVE!

GOLDENEYE



As James Bond, you must stop the bad guys in style. It's an intelligent game, where stealth pays, and enemy AI must be observed before striking. *Goldeneye* is home to one of the best multi-player death-match modes around. Still the best shooter on N64, and another must-have Nintendo-exclusive.

CVG #205 DEC '97 | RACING | BY NINTENDO | 1-4 PLAYERS | HIGH FIVE!

F-ZERO X



Speed demons chasing after the original thrill of future racing should check this. Nintendo choose performance over fancy bodywork; sacrifice scenery for more speed. There are times where the 1-P challenge seems impossible – but you come back for more. Multiplayer rocks!

CVG #187 JUN '97 | FOOTBALL GAME | BY KONAMI | 1-4 PLAYERS | HIGH FIVE!

ISS 64



For great football on N64, this is our recommendation. The '98 update doesn't offer much more in our opinion. The joy of *ISS* is the amount of moves available. Analogue control lets you place the ball where you want. The 'keepers are a bit easy, but only if you choose not to score with style.

CVG #205 DEC '98 | ACTION ADVENTURE | BY DMA | 1 PLAYER

BODY HARVEST



A time-travelling, alien-invading adventure. Rid the Earth of alien menace by travelling back in time and fighting them. *Body Harvest* is a mixture of many game styles – puzzles, shooting, and driving. It works! Sometimes the controls are a bit awkward, but live with this and you're in for a rare treat.

PC-CD ROM

TOP 10 MUST-HAVE GAMES

A rather weak year for the PC, with a lot of big titles missing the holiday period altogether. Thankfully there are some big strategy games to play in the meantime, and of course *Quake*.

CVG #205 DEC '98 | SAS SIMULATION GAME | BY RED STORM | 1-8 PLAYERS | HIGH FIVE!

RAINBOW 6

Join the SAS. *Rainbow 6* is more realistic than *Goldeneye*, featuring one-shot kills – one hit to the head or chest and it's game over. A shot in the leg makes you limp, one in the arm and you can't hold a gun. Jungle hideouts, embassies, airports, etc, must be infiltrated. Tense and extremely addictive!



CVG #204 NOV '98 | RACING GAME | BY CODEMASTERS | 1-2 PLAYERS | HIGH FIVE!

COLIN McRAE RALLY

One of the biggest games of the year, thanks to PlayStation sales. The PC version offers the same thrills, with some visual improvements thanks to hardware acceleration. Now chunks of gravel fly about when you powerslide! Not so many decent racers for PC, so *Colin McRae* sticks out by a mile.



CVG #195 FEB '98 | CORRIDOR GAME | BY ID SOFTWARE | UNLIMITED PLAYERS | HIGH FIVE!

QUAKE 2

A year after release and we're still playing *Quake 2*. This is because of the host of updates, new levels, and player skins available on the internet. These days our *Quake 2* sessions include Homer Simpson battling Teletubbies! No wonder console owners are getting excited about forthcoming conversions.



CVG #205 DEC '98 | RACING GAME | BY CODEMASTERS | 1-8 PLAYERS | HIGH FIVE!

TOCA 2: TOURING CARS

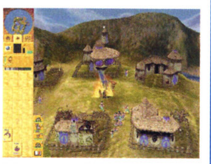
Like *Colin McRae*, *TOCA 2* has everything the PlayStation game has, plus slightly tastier graphics. A network mode means you can race with more friends. This adds a lot to races, replicating the fun of a link-up arcade *Daytona USA* in the home. But that would be a very rich home, with lots of PCs!



IN THIS ISSUE | GOD GAME | BY BULLFROG | 1-4 PLAYERS | HIGH FIVE!

POPULOUS: THE BEGINNING

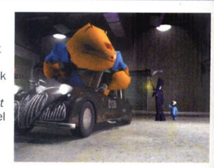
You control a shaman, who must earn the respect of his tribe. Wage war against rival tribes, and learn magic spells to help you conquer levels. *Populous* is simple to learn, and totally addictive. It looks incredible, especially the hardware version, with humorous touches and spectacular effects.



IN THIS ISSUE | ADVENTURE GAME | BY LUCASARTS | 1 PLAYER | HIGH FIVE!

GRIM FANDANGO

The graphic adventure equivalent of *Final Fantasy VII*. LucasArts ditch the much-loved point-and-click style of old and replace it with controls more in line with *Resident Evil*. Fans of adventures will marvel at the storytelling and puzzle solving. One of the most stylish and enjoyable games around.



CVG #201 AUG '98 | STRATEGY GAME | BY PYRO | 1-6 PLAYERS | HIGH FIVE!

COMMANDOS

The soldier game you've always wanted. Control a crack squad of men on daring missions deep behind enemy lines. Levels are expertly designed and incredibly tough, but you'll get satisfaction out of trying again and again. Each new challenge leaves you with a smile across your face.



IN THIS ISSUE | EMPIRE STRATEGY GAME | BY IMPRESSIONS | 1-8 PLAYERS

CAESAR III

Sim City in a toga! Build towns and manage their productivity to please the Emperor. Trade with other towns and protect your citizens from the Carthaginian menace. Unlike other empire games, the peaceful solution is always available. You'll be playing this for months, mastering its intricacies.



IN THIS ISSUE | CORRIDOR GAME | BY RITUAL | 1-64 PLAYERS

SiN

Current contender for the *Quake* crown, which is not surprising as it uses the same game engine. Enemies show damage when they're hit, and there's the usual array of fantastic weaponry. *SiN* has a much more urban setting, but its biggest strongpoint is the involving story in one-player mode.



CVG #199 JUN '98 | FOOTBALL MANAGEMENT | BY IMPRESSIONS UK | 1-8 PLAYERS

USM '98

Might not be as technical or involving as *Championship Manager*, but it's just as much fun. Especially as you can offer bungs when buying players, or bet on match results. You can also improve your stadium and fix the price of pies and beer. Plus you've got the team to run.





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She's been around the world twice before. Now Lara Croft returns in her biggest and best adventure yet!

TOMB RAIDER III
ADVENTURES OF LARA CROFT

Taking time off from becoming a national treasure, negotiating movie rights and who's going to play her, Lara Croft is back, doing what she does best – leading the assault into the Christmas period by appearing on shop shelves for the third November in a row. The new game is everything you've come to expect from Ms Croft and more. In what could be her PlayStation swan song, she's definitely saved the best 'til last.





Now with new and improved vehicles!

CUT TO THE CHASE

This year, Lara is searching for pieces of meteorite – fragments from a big one that hit Antarctica millions of years ago. The crash created a new island, where life has flourished at an accelerated rate. Since then it has frozen over and remained hidden for centuries. Polynesian settlers created an altar around the meteorite and trapped the energy that radiates with four smaller pieces. Those pieces are now missing, and Lara has been hired by a mysterious organisation to find them. But what would happen if they were all returned to their original location?





Easter Island style heads here? Someone at Core's been reading Graham Hancock books.

GLAD YOU COULD JOIN US

If you've never played a *Tomb Raider* game, you're probably wondering what all the fuss is about. Simply, the *Tomb Raider* series is famous for making a lady called Lara Croft an international star. Ms Croft happens to have a rather large chest, a simple fact which has helped make her previous adventures gargantuan sellers. The vision-impaired may argue that the success of the series is based on the exploratory nature of the gameplay, where Ms Croft travels through large levels and negotiates her way past many hazards and pitfalls. Meanwhile, wild beasts and the occasional goatee-wearing male attack her. She also find keys to open doors, push blocks and has fights with strange mythological beasts when visiting locations such as Atlantis, or entering an area known as the Tomb of Qualopec. The game has a rather addictive quality, which makes you try and get that little bit further before being impaled on some well-hidden spikes. At this point, you hear the birds singing outside your window and realise you've got to be up in a couple of hours. Remember – you have been warned.

It's not a three, it's a two. A simple jump and grab, look... OK it was three.



The boulders are back with a vengeance – you'll have nightmares!

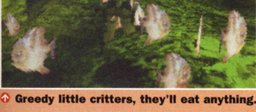
AROUND THE WORLD IN 80 SAVES

Tomb Raider 3 differs from its predecessors by letting you choose where Lara travels to next. The game starts in India, and Lara doesn't yet know the scale of her quest. Once you have completed the first four levels, Dr Willard informs Lara of three more pieces of meteorite. These are located in London, Nevada and on a South Pacific Island. You can now choose which of these adventures to embark on next. Each has its benefits. For example, you may find a rocket launcher if you go to the South Pacific, and that would make the Nevada levels a bit easier, but the London levels may contain more health packs.

INDIA

The adventure begins in thick jungle. Beware of poisonous snakes, quicksand and monkeys that steal medi packs. There's lots of water, which is home to hungry piranhas and strong currents. Best of all is the size of the second level. *Tomb Raider* experts beware – these levels are big, and nasty. Soothing sitar music makes the experience more enjoyable.

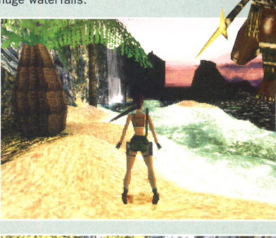




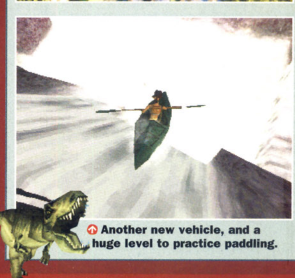
Greedy little critters, they'll eat anything.

SOUTH PACIFIC

Want to know where the dinosaurs are hiding in the third game, then look no further than the South Pacific. These levels are also home to the natives, and some crash survivors who are fighting for their lives against a bunch of mean velociraptors. You can also enjoy the thrill of venturing down some white water rapids in a trusty kayak, or get wet exploring the huge waterfalls.



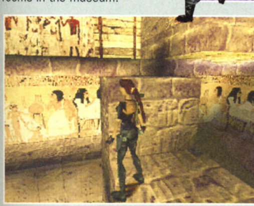




Another new vehicle, and a huge level to practice paddling.

LONDON

The London levels are all set at night, and visibility can be a bit of a pain. Better stock up on those flares so you can light the way. Lara finds herself jumping around rooftops, playing around the cathedral, journeying through an abandoned tube station and negotiating a high-rise office block. And for those that think London isn't an exotic enough location for Lara to explore, check out the Egyptian rooms in the museum.





Those masons get everywhere!

NEVADA

The desert might not seem a particularly exciting place to visit, but what about the Area 51 part of it? The military base famous for being home to bad-driving aliens is Lara's next place to explore. Area 51 is a hi-tec establishment that features a few surprise exhibits. Plus some ultra modern security systems and heavily armed guards. Very reminiscent of the oil rig sections of *Tomb Raider 2* – only better.



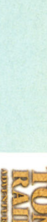


Don't shoot the rocket! Guards in Area 51 are all heavily armed. Good job they're not too clever.





PC CD ROM



REVIEW



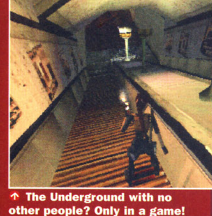
PlayStation

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HOW DO YOU SAY DE-GROOVY?

The first thing you'll notice when playing the new game is the new look. The graphics in the PlayStation version are now viewed in lovely high resolution, which sure makes the exotic locales look prettier. The new look is due in part to a new engine for the game. This new engine is able to build levels with a lot more variety. Gone are the square and large block constructions of old, and in are more natural looking levels thanks to triangular polygons.









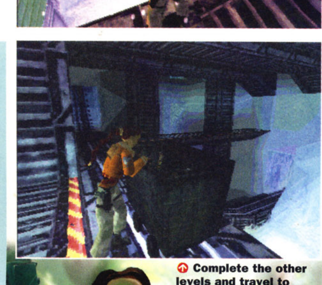


The Underground with no other people? Only in a game!



DOWN ON ALL FOURS

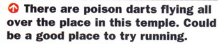
The new variety in the level design is highlighted by Lara's new moves. The crawl, promised for *Tomb Raider 2*, finally makes an appearance. It means you'll be looking twice as hard, because not only will you be looking for bricks to climb onto, you'll be looking for areas to crawl under as well. Lara has also learnt how to monkey swing – it's basically an extension of the climb she gained in the last game – and it lets you move hand over hand while clinging to some sections of the ceiling. There's also a speed burst – handy for trying to outrun falling boulders and assorted booby traps. If you press jump at the end of the speed burst, Lara will do a dive, which helps you evade booby traps, or stay out of reach of enemy gun fire.





Complete the other levels and travel to Antarctica. Looks like Lara's found a vehicle!





There are poison darts flying all over the place in this temple. Could be a good place to try running.



STOP, LISTEN, WHAT'S THAT SOUND?

Take a few steps in *Tomb Raider 3*'s new world and you'll notice something different. The surfaces that Lara steps on now make an appropriate sound. There's a wide variety of sounds, from gravel to snow or metallic walkways. There's also the remix on the popular theme tune, and additional music by Nathan McCree which add to the more dramatic moments of the game.





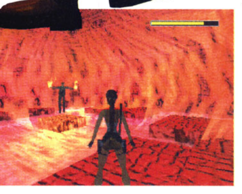


PC CD ROM

NOW WITH EXTRA HAIR-PULLING

Hands up who thought *Tomb Raider 2* was too easy. All of you? Good. The main cause of this was the ability to save the game anywhere, and because you could save every few steps, the tension found in the first game was virtually absent. The tension is back in *Tomb Raider 3* – because those dreaded save crystals are back. Now you'll curse and replay those same sections over and over, and the game will take you twice as long, and you'll probably lose half your hair along the way. But thanks to those save crystals, it'll be worth it.







CHANGING ROOMS

The famous Croft home makes its return in grand style, featuring the return of the assault course, with the training section from the first game back in the main hall. Visit the music room and you'll notice Lara's got a brand new widescreen TV. The bed from *Tomb Raider 2* has gone, and is replaced by a new four-poster affair, and her bathroom has got some lovely new tiles and a larger bath. There's one new room – it's next to the kitchen and is a rather lavish dining room. Venture into the gardens and you'll notice the maze has gone, but there's something rather fun there instead...



↑ What's this quad bike doing in Lara's garden? That chequred flag is a clue.

→ At the end of the assault course, you'll find Lara's butler wearing a target on his chest. If ever there was someone who needed shooting...



CVG OPINION

Before I started playing *Tomb Raider 3* I had my doubts as to how good it was going to be. Do people really want another Lara adventure so soon? After playing it, I can honestly answer, yes you do. This is one of the most incredible sequels you'll ever play, mainly due to the amazing level design. The levels are massive, filled with booby traps, enemies and only a handful of save crystals. The game is a perfect mix of the exploration and puzzles of the original, and the more-to-shoot nature of the sequel. While playing, I kept uttering, 'It's like the first game', or could be found quietly laughing as I figured out a puzzle, as if embroiled in an incredible game of wits with the level designers. The graphics, new moves, weapons and the non-linear nature of the game all add to the experience. But it's the difficulty and design of the levels that has kept me smiling all the way from India through to the showdown in the Antarctic. If you think you've seen everything *Tomb Raider* has to offer, think again.

ALEX HUHTALA

RATING — HIGH FIVE!

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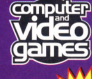
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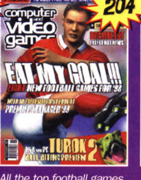




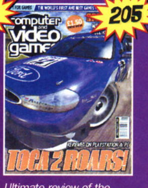
Interview with the team behind Tomb Raider 3. Plus, a look at the all-out mad-rush racer F-Zero X; the definitive Tekken 3 review; Metal Gear Solid; Wipeout 64; Ninja; and tons more!



Exhaustive coverage of Tekken 3, with moves lists for more of your favourite characters. Plus, Wipeout 64, Tomb Raider 3, C&C: Retaliation, and all the footy games that matter, including Fifa '99.



All the top football games, including an exclusive first look at one of the biggest-selling management sim series ever! Plus a dino-tastic preview of Turok 2, as well as hot news about Dreamcast and PS2.



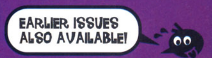
Ultimate review of the awesome racer, TOCA 2. CVG goes to Japan for the latest news on Dreamcast! Plus, reviews of Turok 2, F-Zero X, Body Harvest, Rainbow 6, Abe's Exoddus and more.

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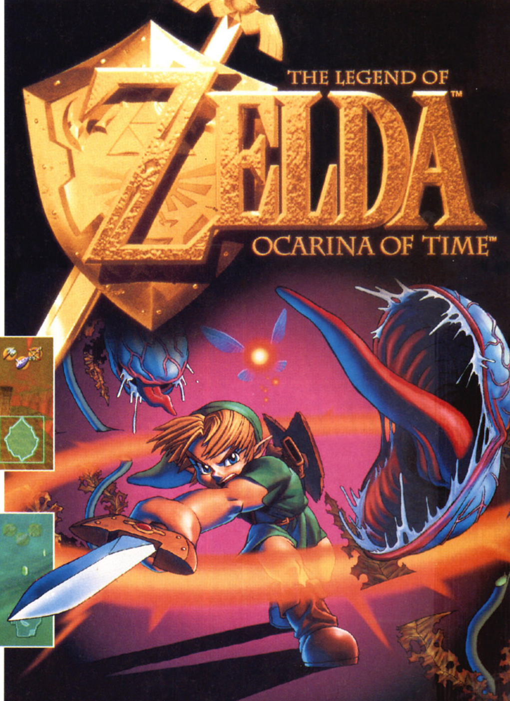


HIGH FIVE! HIGHEST CVG RECOMMENDATION

NINTENDO 64	RPG	BY NINTENDO
	DEC RELEASE	1 PLAYER

- NES, SNES AND GB VERSIONS AVAILABLE
- GAMEBOY COLOR VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY THE GAMES TEL 01793 653377

You thought it couldn't be done. But *Legend of Zelda: Ocarina of Time* is THE best N64 game ever. Yes, it's better than *Goldeneye*!



You have been chosen by the gods of Hyrule to protect the land they created – you are the boy Link, and Hyrule is your hometown.

The gods' power is locked inside a capsule known as the Triforce. An evil knight called Ganondorf has stolen the Triforce, and turned Hyrule into a monster filled nightmare! People in the villages and towns dare not venture outside.

But Princess Zelda of Hyrule saw the future, and will aid you on your quest. Together, you must save the land.

To make sure you do, the master swordsmen at CVG are ready to assist!

NICE OUTFIT SON

You play as Link both as a boy, and as a teenager. Both need special gear to brave danger.

As a teenager, Link must secure himself three types of Tunic if he is to survive the rigours of Hyrule, starting with his bog-standard Kokiri clobber.

His first upgrade is to the Heat Resistant Tunic, vital for getting into Death Mountain Cavern. Next up is Zora's Tunic, without which he is unable to explore some of the underground water sections.

Link can swim underwater as a young boy, but only for a short time. He also gets a bracelet to enhance his strength. Yet it's only when he is a teenager that Link performs the incredible.



A Red Tunic stops Link from burning.



A Blue one lets him breathe underwater.

BOYZ II MEN

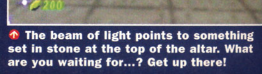
The basics of the first part of the game are simple. You have to find the three Spiritual Stones to open the Temple of Time, and find the Legendary Sword.

All this is done while you are still young Link. However, once the sword is retrieved, you're in for a shock. Link has been asleep for seven years and is now a young adult!

As teenage Link, new items and weapons can be used, as you are stronger and bigger. Some tools you had as a boy cannot be used, though. To get around this you switch between the two time zones, as items you find later in the game will help you as a boy and vice versa.



The three Spiritual Stones are returned to the Temple of Time and the doorway to you hopping between time zones is opened.



The beam of light points to something set in stone at the top of the altar. What are you waiting for...? Get up there!

NAME THAT TUNE IN ONE

The Ocarina is one of the most important items in the whole game.

Just owning the Ocarina isn't enough though, as you have to the learn to play the different songs using the C buttons on your controller!

There are two different types of tune you can play. The first six you learn are used to trigger switches, open doors, or make people speak to you. The songs are all taught by specific people in the game, such as Malon at the Lon Lon Ranch.

The second group of six tunes are all warp songs. Once you're a teenager, these songs are learned to help you warp back to key areas of the game. You don't have to worry about trying to remember them, as they are all recorded on your Quest Status subscreen in the Start Menu. Excellent!

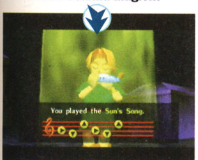


As well as affecting living things, the Ocarina can help you with landscapes too. Stand on the Triforce symbol in front of the Waterfall and play a quick rendition of Zelda's Lullaby.

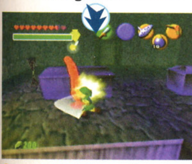
And right before your eyes, the waterfall slows down, letting you jump through the water and into Zora's Domain and the next instalment of your quest. Look for the Triforce symbols whenever you are stuck in the game.



The Zombies are a real pain to kill without Ocarina magic...



... but all you have to do is belt out Sun's Song on the Ocarina...



... and they become frozen, so you can kill them at your leisure.

WOAH THERE NELLY

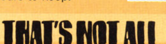
Epona the Horse has become a well documented but sadly unexplained mystery – until now.

The further into the game you get, the more important Epona becomes. The first part of securing her services is to visit the Lon Lon Ranch when you're still a boy.

You find Malon singing to a foal in the middle of a field. If you talk to Malon repeatedly she tells you the song she's singing. This is your opportunity to get out the Ocarina and learn Epona's Song.

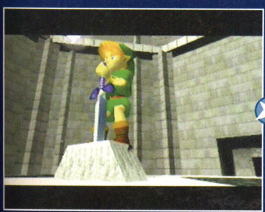
Back at the ranch when you're a teenager, you can pay Ingo to ride a horse. Ignore the steed by the gate, instead head for the now grown-up Epona in the field. Play her song, and she'll come to you. Climb aboard then go and speak to Ingo. Race him twice and win, and the horse is yours to keep!



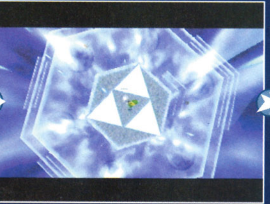


THAT'S NOT ALL

Epona cannot enter any of the cities until quite a bit further on in the game, but the cool thing is that she waits outside the town until you come back to pick her up. However, If you decide to start using the Ocarina warps, she'll return to Lon Lon Ranch and wait outside for you. How's that for loyalty and devotion?



You are told that only true heroes can remove the Legendary Sword from its stone resting place. You are the chosen one.



Link is engulfed in a shower of light and magic as the power of the sword is released. However, evil is afoot.

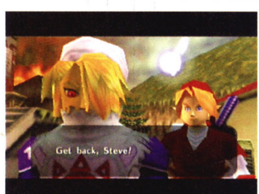


Look what happens to the Temple once you've grown up to become a teenager. Hyrule has become a bad place now.

THERE'S MORE...



This Heart Piece can only be reached when Link is wearing the Blue Tunic and the Iron Boots.



Killing the Gold Skulltala will reveal a Gold Coin which you need to collect. Getting all of them reveals a secret.

In addition to the main game, there are lots of sub-plots you can delve into which, while not essential, are still fun to complete.

The biggest two sub-plots involve collecting the Heart Pieces, and the Gold Skulltala. There are loads of heart pieces hidden all over the game which you'll never find in your first attempt. Many you can see, but need certain items to get at them.

In those cases, the boomerang will return the pieces to you. The Gold Skulltalas are enemies that give you a gold keepsake every time you kill one. If you visit the Skulltala House in Kakariko village, they'll explain that they have been cursed and if you manage to find every one in the game, thus un-cursing some villagers, they'll reward you! Find 10 and you'll receive a useful reward. Ten more, and...



Sheik comes to your aid when you first awaken as a teenage Link.

Use the Longshot to get across the quicksand in the Desert.

DOUBLE OR QUITS



Another excellent feature in *Zelda* is the number of games you can play as you wander from town to town. Many of these will only give you money if you complete them successfully, but others will give you much better things than that. The Bomb game in Hyrule Castle will give you a bigger bomb bag if you are victorious, and there is a shrub that will give you extra Deku Nuts in the Lost Woods if you can to deflect the Deku Nuts he spits at you back onto him.

Find this old woman and sell her any Poes you catch.

THE FAIRIES



Catch a fairy in a bottle and save it for later.

As well as Navi, there are other fairies in the game that are of great assistance to you. The fairies with a glowing red body, that you may find when you smash certain pots for example, will restore your life for you. If you manage to bag one of those in a bottle, they'll revive you when you die, without causing you to restart from way back in the level. The Queen of the Fairies is someone you should look out for as well. Her home is at the top of Death Mountain, and playing Zelda's Lullaby next to her fountain will make her appear and talk to you. Every time you find a new location for her (there's one at Hyrule Castle and Zora's Fountain for example) she'll give you a new power to help you on you journey.

SWORD MAGIC

And the first thing The Queen of the Fairies gives you is cool sword magic. The green energy bar beneath your hearts is your magic meter.

Every time you use this sword attack,the green energy bar goes down. Killing enemies will often reward you with refills for this bar in much the same way as you get hearts from destroying monsters.

To activate the Sword Magic you have to hold down B and wait for the sword to charge. It'll go blue first, then the screen darkens and it flashes orange. Release the button for a swirling flame attack that is almost guaranteed to take out almost anything close to you. You can also perform this move without charging, but by rotating the stick a full circle and pressing B. It's worth remembering.



The longer you charge, the better the attack.

LOST WOODS



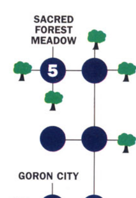
Come back to this opening when you're a teenager and take the Mushroom from the old guy sitting by the tree stump.

This area is an absolute swine to get through if you don't know what you're doing. But because we're good to you, here is a map of the woods to help you through. Whenever an exit leads to one of our lovely trees, it means that you'll return back to Kokiri Forest and will have to go through all of the woods again!





Score a certain amount of points by firing your slingshot at the gong and get a special reward for your efforts.

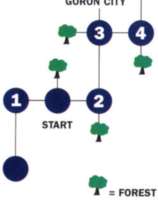




Once you have the Scale from Princess Ruto you can dive down here and warp to Lake Hylia at any time! Very handy.



Once you have the bombs you can blow a hole through here and get a short cut to Goron City. It saves you time anyway.





This leads to the Sacred Forest Meadow. When you're a big lad you can enter the Forest Temple.

AT THE END OF THE DAY

An honourary mention must go to the boss characters in *Zelda*.

Some of the monsters and mutations you have to fight on your journey are awesome looking. The first real eye opener is the second boss, The Dodongo Dragon. As you drop down into its lair, the thud of footsteps reminds you of the classic scene from *Jurassic Park*. When it appears in front of you and bellows a plume of fire, you almost wet your pants!

The key to defeating this huge beast is to throw bombs into its mouth as it prepares for another firebreath attack. It'll explode inside him and you'll have the chance to run in and do some damage with your sword. Stand as close to the walls as you can when he starts rolling and you'll escape danger. Look out for the flying fire dragon and the Electric Tentacle too.



Run for your lives! The trick is to throw the bomb into his mouth as he is gearing up for the firebreath attack. Then you can whack him.



The bomb has stunned him so get in and finish him off.

CVG OPINION

Right from the word go, the plot, storyline, character development and general immersive effect will have you so engrossed you lose all track of time. That extra heart piece you cannot reach, or the one dungeon door that won't open – you have to find a way to do it, even if that means sitting up until the early hours of the morning. The graphics are amazing not only to look at (obviously) but in the way that the 3D element adds a whole new dimension to the puzzle solving and dungeon exploration. The new combat system is far more exciting than the turn based RPGs as you are constantly in control of Link and with the targeting option – it gives you hints to the bosses' weak spots too. But it's the way that there is so much going on that makes this game stand out. Little sub plots, and item fetching that you feel you have to finish in case you miss something important. Make sure you buy this game at all costs, or you'll miss out on a piece of gaming history. Absolutely brilliant!

STEVE KEY

RATING — HIGH FIVE!

Stand up and take note. This is how you make a brilliant game. Nothing else comes close to this on N64. Please buy it. Now.









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Imagine the most insane non-stop super-violent action movie ever. Now imagine you're the star! Just imagine if that could be a game...

SiN

As the toughest nut in the Hardcorps security force, John R Blade, it's down to you to catch the evil, twisted temptress Elexis Sinclaire. She's going around calling herself 'Mother Nature' and is claiming to be able to improve humankind with her genetic experimentation. Thing is, she's got a massive army of mad terrorists on her side and she's using them to get her point across the hard way. You've got to work your way through her cronies, eventually discovering what she's been up to and stopping her before it's too late. Hardcorps – you know the score!



Meet freaks like this later on in *SiN*!



Blam! The shotgun sends him flying!

HARDCORPS WEAPONRY

In corridor games, one of the things which must be spot-on is the selection of weapons. *SiN* has some brilliant guns, but doesn't go so far over-the-top that the gameplay balance is affected. Here are just some of the awesome weapons available near the start of the game:

CHOPPER CANNON

The very first stage in the game involves gunning down terrorists with a chaingun from the side of a helicopter!



FISTS



John R Blade punches a bit like a girl, so you don't want to use these often.

SHOTGUN



Very useful indeed! Use it at extreme close range for maximum effect.

ROCKET LAUNCHER



A fairly quick shoulder-mounted cannon which can wipe out a bundle of enemies in one go.

MACHINE GUN



The Machine Gun is common from the start of the game, and is mucho fun!

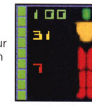
CHAINGUN



A super-fast machine gun which slices through baddies easily!

SHINING ARMOUR

The armour system works well in *SiN*. Different bits of armour affect different parts of your body, as shown on the diagram in the bottom-right of the game screen. When you kill an enemy who's wearing armour, you can steal it by standing over their body and pressing the "use" key. However, if you shot them up completely it won't be of much use to you, so aiming for a clean headshot is the key to getting fresh armour. Obviously you'll want to protect your own valuable brain box, so keep an eye out for any spare riot helmets which happen to be lying around.

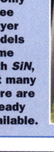




If you get the opportunity, be careful with your shooting. Otherwise, blast away like Rambo! Aah!

THOU SHALT NOT KILL

SiN really isn't for the squeamish. Although other games of this kind are a bit gory, *SiN* is slightly more realistic in its portrayal of violent death. Enemies show damage on various parts of their body when shot, plus blood sprays up walls and ceilings and spills onto the floor. Powerful weapons can do nasty things to soft, fleshy humans – a direct shotgun blast to the gut can explode the top half of a man, leaving only a pair of legs and some red mush on the floor. Ick!

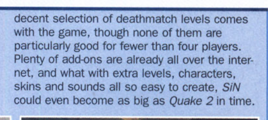


The shotgun can blow the top half of a man into big hunks of meat in one shot!

A WORLD OF SIN

Because *SiN* uses a modified *Quake 2* game engine, the multiplayer mode is very similar. It's just as easy to play on the internet as it is on a local network, and new versions of programs such as GameSpy **(www.gamespy.com)** make it dead simple to find other people playing around the world. A decent selection of deathmatch levels comes with the game, though none of them are particularly good for fewer than four players. Plenty of add-ons are already all over the internet, and what with extra levels, characters, skins and sounds all so easy to create, *SiN* could even become as big as *Quake 2* in time.

Only three player models come with *SiN*, but many more are already available.









Mow people down in a high-speed fork-lift truck escape!

CVG OPINION

***SiN* has everything a good corridor game needs – a fast engine, well thought out levels, loads to kill, excellent physics and balanced weapons. It's also got a load of things to push it well out of the ordinary – tons of stuff to mess around with in each level, a good storyline, a sense of humour, lots of sickeningly entertaining violence, varied enemies, cool secrets, and a great style of its own. A great deal of time has obviously been spent on design and it's all been put together brilliantly into a one-player adventure which is a whole load of fun. The multiplayer mode is also great, but isn't quite on the same level as the genius of *Quake 2*, especially if you don't have at least four people playing. Anyone who likes *Duke Nukem 3D*'s high-speed insane gameplay will like the way *SiN* has similar elements combined with some very '*Quake 2*' bits. Internet-using corridor game fans will find that it's one of the very best out there, plus anyone after an atmospheric single-player adventure will love it to bits. Awesome!**

ED LOMAS

ON THE LEVEL

What makes *SiN* really stand out as a top-quality corridor game is the fantastic level design. Most of the stages are set in near-future cities and buildings, and are very believable both in their look and layout. For example, after the bank heist in the first level, you have to follow the bad guys through an abandoned building and into an old subway. All of this is set out in a completely believable way (there are even tramps living in the basement!) and has some fantastic set-pieces, such as jumping around in the rafters, running across collapsing platforms, crawling along window ledges, jumping from one rooftop to another, and using a wrecking ball to create a ramp out of steel girders. Also, everything flows together brilliantly in a very cool story which unfolds in real-time cutscenes between stages.



"It smells like a dried-out turd!"

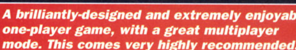
RATING



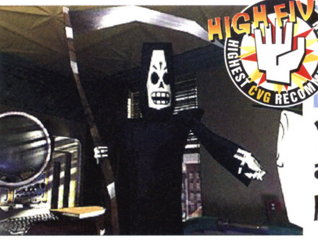








A brilliantly-designed and extremely enjoyable one-player game, with a great multiplayer mode. This comes very highly recommended.



HIGH FIVE! HIGHEST CVG RECOMMENDATION

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You must come with me, young ones, for I am the Grim Reaper! It is too late for a prayer now. Hasta la vista baby.

GRIM FANDANGO



Time for our annual fix of frustrating yet utterly silly puzzles, charismatic and intriguing characters and knotted and twisted plot lines. Ever wondered what happens when you're dead? LucasArts have. The most eagerly anticipated PC adventure game of the year is here – and it's in 3D!

DEAD AND LOVING IT

Manny Calavera works as a reaper, only he's not too happy with his job. He works as a travel agent for the Department of Death, selling dead people travel packages to the ninth underworld. You see, in death you get what you deserve in life. So if you've been bad, you get to spend the next four years walking your way to Valhalla. If you've been nice – saved lives or fed starving children – you get a first class ticket on a ship or a train to make your journey much quicker. Manny has a problem though – his track record is pretty bad, to say the least. He only ever gets bad clients and his boss wants him out. And the only reason he works as a reaper is to pay off a debt from a previous life. So when he reaps a beautiful woman called Mercedes, who is practically a saint and qualified for a first class ticket, Manny knows his time has come. Only someone's been naughty and stolen the golden ticket. As Manny soon finds out, all is not well in the underworld.





DEATH BECOMES HER

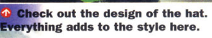
Grim Fandango is a game set in a unique and original underworld. Based around the Mexican Day of the Dead, and with its roots set deeply in film noir territory, it's a fiesta for the eyes. The look and the decor are strictly 1920s, with bits of Mayan and Aztec mythology thrown in. The mood is matched with music, which changes with practically every new scene, from cool jazz to mariachi. No wonder the characters are snappily dressed skeletons. As your four-year journey through the underworld progresses, the look of the characters changes – they grow older, they change clothes. And everyone smokes, which probably explains why they are dead. And if you thought dead people are dead and that's it, think again. They can be killed or "sprouted", which makes them turn into a pretty flowerbed.



Max has a much better office in the second year of the game.







Check out the design of the hat. Everything adds to the style here.

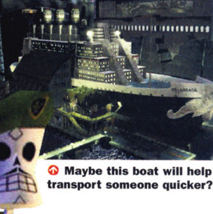


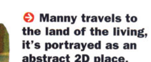
DEAD CALM

In the game, you control Manny. But this being a game that heavily relies on character interaction, you'll soon come across many more. Don Copal is Manny's difficult boss, always on his case and threatening to fire him. Eva is his seemingly indifferent secretary and Domino the sales agent who always gets the best clients. Glottis is a friendly, oversized demon who fixes cars and dreams of being a driver himself. Manny makes his dream come true. There are evil crime bosses, disgruntled workers and noble communist revolutionaries.









Maybe this boat will help transport someone quicker?

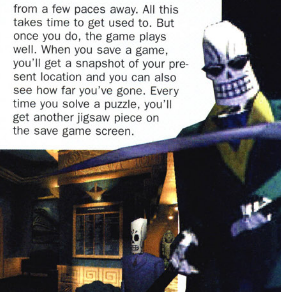


Glottis, the best game sidekick ever?

Manny travels to the land of the living, it's portrayed as an abstract 2D place.

DEAD AGAIN

Grim Fandango is a bit of a departure for LucasArts. This is their first 3D adventure game. Instead of being a point and click adventure where you use a mouse, *Grim Fandango* is controlled by a keyboard or a joystick, it plays more like a *Resident Evil* game. To save time inspecting unnecesary objects, Manny will turn his head and look at objects himself, making it easier for you to notice things from a few paces away. All this takes time to get used to. But once you do, the game plays well. When you save a game, you'll get a snapshot of your present location and you can also see how far you've gone. Every time you solve a puzzle, you'll get another jigsaw piece on the save game screen.



The rooms are very detailed, but Manny will focus his attention on the important objects, to save you time.

CVG OPINION

Grim Fandango **is a great game. From the day that Manny's face appeared in a restaurant in** ***Monkey Island 3*****, I couldn't wait to get my hands on it. And the game delivers. The transition to 3D works brilliantly and the graphics and the art direction are truly amazing. The strongest part is the writing, It makes you feel you are in a movie yourself. The puzzles get tougher as you go on, although their nature will probably be familiar to the people who've played the** ***Monkey Island*** **trilogy. Plus there are numerous references to past adventures to let you know who's game you're playing. The characters are very imaginative and their interactions funny. In short, it's what we've come to expect from LucasArts. And we want more of it, and maybe a new Sam and Max game while we're waiting!**

ALEX HUHTALA

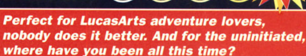












Perfect for LucasArts adventure lovers, nobody does it better. And for the uninitiated, where have you been all this time?



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A regular day at the office turns into the adventure of a lifetime for Gordon Freeman in the first true interactive movie!

HALF-LIFE

What started off being looked at as just another corridor game using the *Quake 2* engine has now become one of the most exciting games in PC history. The internet is buzzing with *Half-Life*, as is the head of anyone who's been lucky enough to experience the game first-hand. Unlike *SiN*, which plays like a non-stop-super-fast-guns-blazing action movie, *Half-Life* feels like a classic sci-fi thriller such as *Alien*.

The design of the locations, the detailed and surprising storyline, and the atmospheric direction make *Half-Life* the nearest thing yet to an 'interactive movie'. So much to talk about, but so many surprises we don't want to ruin...



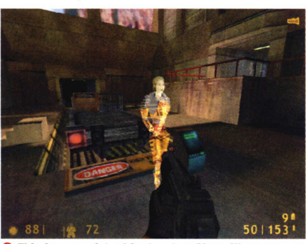


Battles take place in the game without you being involved.

Watch out! Incoming attack!

THE DUKE OF HAZARD

Before starting on the real adventure it's a good idea to have a quick run through the Hazard Course where a holographic tutor will teach you everything you need to know about the Hazardous Environment Suit (or HEV to its friends). After completing the course you'll be able to perform any of the moves in the game, as well as use your weapons to a competent level.



This is your virtual instructor. She will even demonstrate tricky moves before you try them.

WELCOME TO MY UNDERGROUND LAIR...

Half-Life proper begins with a lengthy credits sequence as you ride through a network of underground passages on a monorail. As you travel along, loud-speakers spout day-to-day messages about the high-security complex in which you work. At the end of the line a security guard walks up to you and checks your identity before letting you into the main lab, complete with a friendly reminder that you're 30 minutes late for a special assignment in the test area. From here on in you're in the grip of Half-Life. The whole first section of the game will draw you in completely, meaning that once everything kicks off you'll have assumed the persona of Gordon Freeman and will want to know exactly what's going on in YOUR workplace, to YOUR friends, and what's crawling up YOUR leg.



The reception area on a regular day.



Before long you've got big problems!



Troops shout a warning and run to cover when they see a grenade.





When shot in the leg, enemies limp away to find cover and help! Mega, eh?





These aliens take a second or two to charge their attack – just enough time to get in a shotgun blast!

SUITS YOU SIR!

All the time during the game you'll be wearing your trusty HEV Suit. This wonder of future technology provides you with limited armour, an on-screen display, voice warnings and even a few handy gadgets. For example, if you get to an area with leaked radiation a Geiger counter starts clicking to warn you of the danger. Icons appear in the corner of the display to warn of dangerously high or low temperatures, electric shocks, chemicals, or lack of oxygen. You need to keep your HEV's power topped up by plugging yourself into the chargers found dotted around the labs or picking up power packs.





To recharge your health or suit power, stand in front of one of these chargers and hold the 'use' button to download.





Radioactive acid like this gives off a bright green glow which lights up the whole area.

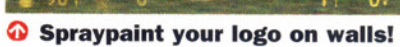


Ex-scientists need to be taught a death-based lesson in manners. Diee!

HALF-DEATH MATCHES

Although *Half-Life* is a magnificent one-player adventure, time has also been spent making the multiplayer mode brilliant. As you'd expect, it's possible to play on a local network or the internet against as many players as you can get hold of. Although the game comes with a selection of deathmatch levels and a few player models, the game allows for plenty of customisation – expect a wide choice of home-made characters and levels all over the internet before long. In the deathmatches themselves you can even spray-paint your chosen logo onto walls to indicate to others where you've been! Weapons such as the laser tripbombs and sniper crossbow give plenty of opportunities for sneaky, stealthy play rather than *Quake 2*'s all-out fragfests.





Spraypaint your logo on walls!

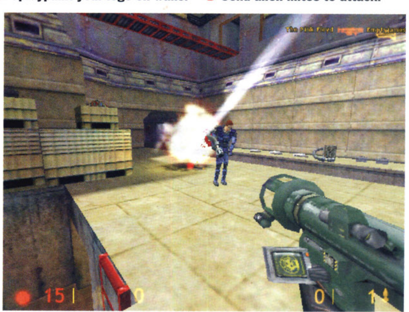


Send alien mites to attack!





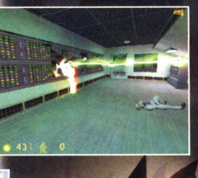
The blue lines are laser tripbombs – break the beam and BOOM!



A laser targeting device lets you guide rockets in the air.

PLOT ESSENTIALS

The things which really set *Half-Life* apart from other corridor games are the story sequences. Rather than stopping the game to fill you in on the plot, everything runs in real-time. For example, when you walk into one room you'll see a scientist frantically trying to pull his friend out of a ventilation shaft by his legs. As they shout for help, the first scientist is pulled right into the shaft, dragging his chum with him. Screams and strange noises follow, after which partially-digested chunks of boffin come flying back out. This kind of thing happens all the time in *Half-Life*, adding to the tension and the feeling of being right in a movie.





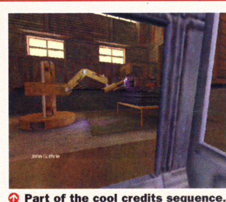


Here's Barney, the friendly security guard at Black Mesa.



CHRISTMAS BLOCKBUSTER

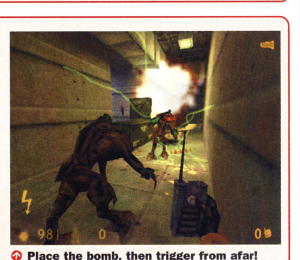
As games get more and more impressive, designers get the opportunity to really make them like big budget movies. As with the fantastic *Metal Gear Solid* (see page 16), *Half-Life* even opens with a scene-setting credits sequence which eases you into the mood of the game perfectly. To make the action feel even less game-like, *Half-Life* isn't divided into separate levels. Instead, the game loads sections as you reach them, pausing for a few seconds every now and then. Although it can be slightly frustrating, it keeps the atmosphere at maximum levels and means you can go backwards and forwards through the game at any time.



Part of the cool credits sequence.

WEAPON SYSTEMS ACTIVATED!

Most of *Half-Life*'s weapons have two ways of firing, similar to those in Lucasarts' *Dark Forces*. For example, the machine gun has a grenade attachment which often comes in very handy, the shotgun can fire either a single or double shot, and the rocket launcher can fire laser-guided missiles as well as standard rockets.



Place the bomb, then trigger from afar!



The crowbar's meant for clearing debris, but it'll still smash heads in.





The most powerful handgun in the world. Do ya feel lucky, punk? Well?



CVG OPINION

First off, *Half-Life* ISN'T just another corridor action game – it's something new. It's the kind of video game people have been dreaming of for years, but never entirely believed was possible – the interactive movie. The plot isn't *shown* to you as in most games, instead you're part of the story. Although everything is meticulously planned and set up, it's done in such a way that you can believe it's all really happening around you by chance. The sequences can be so shocking that you'll spend the entire game on the edge of your seat, not knowing what's coming next. There are so many twists and mysteries in the plot that you'll get completely involved and want to find out exactly what's going on. *Half-Life* is the most atmospheric game I've played for years, not only because of the storyline but also because the graphics and sound are so magnificent (in fact, I'd say that *Half-Life* has the best sound ever in a video game). But the one-player adventure isn't all there is to the game – the multiplayer modes are also brilliant, giving you plenty of reasons to keep playing. There's so much in *Half-Life* that you've just GOT to see for yourself, so please treat yourself to one of the best games for a very long time. And if you don't have a PC, you should seriously consider a £1,000 loan. Seriously.

ED LOMAS



One of the most thrilling games of any kind for years. Half-Life is a glimpse of the way all games will be one day.



HIGH FIVE! HIGHEST CVG RECOMMENDATION

PC CD ROM

GOD/STRATEGY GAME	BY BULLFROG
OUT NOW	1-4 PLAYERS

- PRICE £34.99
- PREDECESSORS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EA TEL 01753 549 442

Being a god is cool, but becoming one is hard! *Populous* is back in a prequel to the famous series. Now you have to prove your divinity.

POPULOUS THE BEGINNING

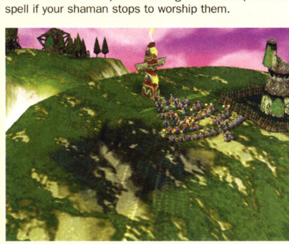
You're a tribal shaman out to prove that you're no little leaguer any more. You must lead your followers and braves onto better things. You travel your way around the universe, conquering different planets. And if you do well, your shaman ultimately becomes a god. Each new planet you settle on represents a new level. Once you've defeated another tribe living on that planet, you progress to the next, where new spells and tougher challenges lay ahead.





I WANNA BE ADORED

The shaman possesses spells which will help you defeat the enemy. In order to learn the spells, the shaman and tribesmen have to worship various artifacts. Every tribe you encounter has a vault of knowledge – only your shaman can worship these. When the shaman enters a vault of knowledge, she will gain the information stored there, this could be a new spell or a new building. Once she gains this information, it is permanent. Obelisk is another artifact that can only be worshipped by your shaman. Totem Pole can be worshipped by any of your tribesmen and it triggers a spell beneficial to your tribe. Stone Heads have also been left on the world by the Ancients. These will provide a single shot of a powerful spell if your shaman stops to worship them.



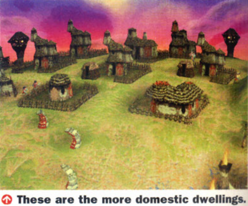
They must really want that Brucie bonus!

MANA – THE POWER THAT BE

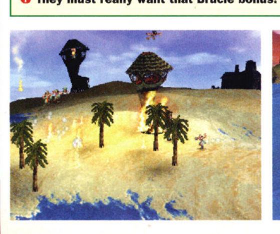
Once your shaman gains a new spell, she needs Mana or special energy to charge it. Right click on the spell icon in the menu to begin charging it. Braves living in huts will produce Mana for you. The bigger the hut, the more Mana it produces. If you kill an enemy shaman, you will gain 25% of her Mana – but if your shaman gets killed, then it's the other way round. Provided there are still tribesmen left, your shaman will be reincarnated on a special site if she gets killed.



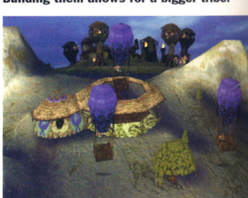
The tall buildings are watchtowers, and the little men with books – preachers.



These are the more domestic dwellings. Building them allows for a bigger tribe.



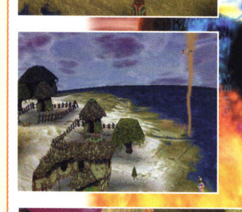




Your people aren't confined to the land. They'll soon discover shipbuilding and flight with the aid of hot air balloons.

ALL ALONG THE WATCHTOWER

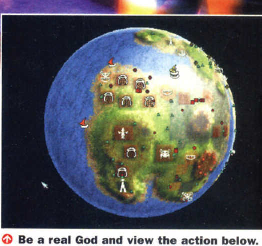
The Reincarnation Site is the base of your village. Here you can start building huts and training grounds. When you want to build something, your braves will, as in the first two games, start jumping up and down on the selected site to even out the land and then chop trees for building. You can also build watch-towers to warn you of any enemy attacks – you will hear bells ringing in warning. It is advisable to build watchtowers on higher ground, to make an enemy attack more difficult. Protect them well, as enemy shaman will always attack the watchtowers first.











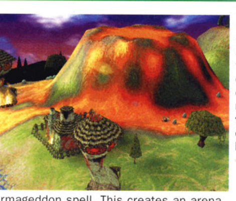
Be a real God and view the action below.

VOODOO PEOPLE

At the start of the game, you get a small number of braves. These can then build huts and produce more braves. You can train braves into warriors and later into fire warriors. You can also build training grounds for preachers and spies. As the game progresses you get to build ships and balloons which are very useful when you attack enemy grounds. When you send preachers into an enemy village, the enemy won't attack them. But sit down and listen to prayers, and after a while, they'll convert into your followers. If any tribes men die, their souls will be reincarnated into wilds men. Wilds men roam freely through the levels and your shaman can convert them too into loyal followers.

SPELLBOUND

The shaman becomes more powerful when she learns new spells. At the start of the game you will only have basic attack spells like Fire, Swarm and Thunder Bolt. Cast Swarm into an enemy hut and it will send its inhabitants running and screaming, fleeing from a swarm of insects! Later in the game you learn powerful land-altering spells. The best of these are Earthquake and Volcano which raises the land then sends lava spewing out at the enemy. These permanently alter the land. Angel of Death is a devastating attack spell, it creates a man-eating winged monster that will fly into an enemy village and create havoc. Once you are certain that you outnumber the enemy and can win, you can cast the Armageddon spell. This creates an arena and all tribesmen, from braves to fire warriors, will be transported there for the ultimate battle. The shaman will stand on top of the arena and cast spells at each other. Once all tribesmen from one tribe are killed, their shaman dies and the tribe has lost the battle.

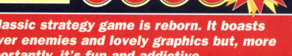


If an enemy springs a volcano on your doorstep, run! Lava flows are devastating.

CVG OPINION

Populous: The Beginning **is one great looking game. From the planet orbiting level select screen to the way braves' souls rise up to the heaven if they are killed – everything is very stylish. Thankfully it plays well too. In fact, so well that if anyone spent 15 minutes playing it, I'd be surprised if they disliked it, and surprised if they wanted to stop. The concept is very simple and easy to learn, with the difficulty level perfectly pitched to allow beginners enough time to get adjusted. Later levels can have three different computer tribes playing against you and the artificial intelligence is pretty awesome. Bullfrog are great strategy game makers and it's good to see their first game without Peter Molyneux on board sticks to the usual high standards. Go buy it and enjoy.**

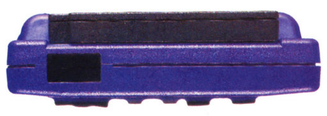
ALEX HUHTALA



A classic strategy game is reborn. It boasts clever enemies and lovely graphics but, more importantly, it's fun and addictive.

GAME BOY COLOR

Tired of waiting for Dreamcast, or bored of the talk of PlayStation 2? Well why not buy the successor to the best selling console of all time.



The top of the new unit, the on/off switch has been replaced by the cool infrared port.



You can still link the Game Boy Color to the original.



Game Boy Color* is the realisation of a dream all original Game Boy owners must have had at one point in their lives. We've seen other handhelds, far more powerful, come and go since it's debut nearly ten years ago, but Game boy is a legend, and now we no longer have to play with monochrome sprites.

Game Boy Color is capable of displaying 56 colours on screen from a palette of 32,000. Plus all your old Game Boy games will work on it, with the bonus that they'll now play with some basic colour. The new machine also boasts four times the RAM, and eight times the ROM over the original. A feature that won't be fully exploited for a while yet, but can already be seen if you pop in an old cart - you won't get the horrible blur that affected many games, the display is now crystal clear. In fact so clear, that Nintendo have completely removed the contrast control of old, just tilt the unit towards the light and you'll be fine.

Another new feature is the infrared port that sits where the old on-off switch used to live. Although no games have been made to utilise this feature, if a short transfer of data is required just point two units at each other, provided they're not too far apart and you won't need to use a link cable.

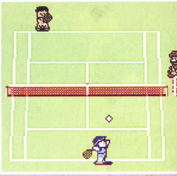
Best of all is the improved battery life. It was feared the colour display would mean the new machine would be a major alkaline sucker, but instead the opposite has happened. It depends on the type of cartridge the machine is running, but as an indication Alex managed to squeeze 40 hours of Pokémon out of his, before that battery light started to flicker. All powered by only two AA batteries.

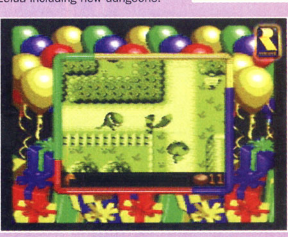
In short we think the new Game Boy Color is what you've always hoped it would be, and more. Sadly the screen is not backlit (probably saved for a future model) and slightly smaller than the Pocket Game Boy, but once you play on the new machine, you won't care about the difference.

***Yeah we know this is the American spelling of colour, but sadly that's what the machine is called over here too, sorry!**

BRING ON THE GAMES

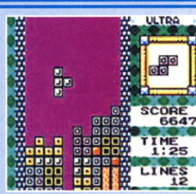
Game Boy is well supported by software. There's plenty of new titles in development for the machine. Future goodies to look forward to are re-releases of some old classics like *Metroid 2*, *Tennis* and *Kirby* which strangely enough work very well with the consoles monochrome to colour conversion method, there's also *Conker's Pocket Quest* from Rare and a revamped version of *Zelda* including new dungeons!





Some old games like the classic *Tennis* enjoy a new lease of life thanks to the amazing colourisation of the new machine.
An early screenshot from *Conker* proves it hasn't always been in colour.

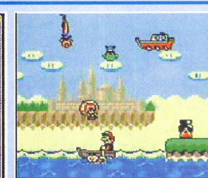
THE LAUNCH GAMES



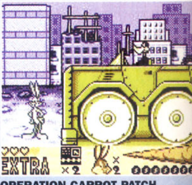
TETRIS DX
The old warrior returns. The game that sold the Game Boy has turned colour, and has a few new modes of play. There's traditional Marathon Mode, Ultra Mode where you must earn a high score in a three minute time limit, and 40 Line Mode, which times how long you take to get 40 lines. Prepare to be addicted all over again.



POCKET BOMBERMAN
Another game that's already seen a Uk release, but that's going to get another shot at the big time by being transformed Stars In their Eyes style into colour. Bomberman's got 25 levels to clear of pests, spread across five worlds. Besides the traditional game, there's also a Jump Mode, where B-Man must jump up the screen while dropping those bombs.



GAME AND WATCH GALLERY 2
Being as the Game Boy was the evolution of Nintendo's old Game and Watch series, it's a nice thought that this cart should be among the debut releases on the new machine. *Gallery 2* allows you to play the classics *Parachute*, *Helmet*, *Chef*, *Vermin* and *Donkey Kong* in original and updated versions. Starring Mario, Luigi and other Nintendo superstars.



OPERATION CARROT PATCH
Play as Bugs or Lola Bunny in a search for stolen carrots that will see you travel through many platform locations on the Warners lot. Loads of other Warners characters crop up on the quest featuring favourites like Daffy Duck, Marvin the Martian, and Tazmanian Devil. Collect Tweeties bonuses to play mini games. Another tasty looking title.



COMING SOON



PITFALL
Pitfall Harry Jnr. stars in another platform adventure, off saving Princess Mira and the Shenrak. There's the usual scorpions, vultures and booby traps in his way, plus moving platforms, conveyer belts, bubbling lava, vanishing floors and of course plenty of pits.



WARIO LAND 2
It may have already been released in the UK, but in Japan gamers are making a big deal over Wario's return, and you'll be able to find out why soon. They never got *Wario Land 2* before, and this time it'll be in colour, and that makes it more fun to play!

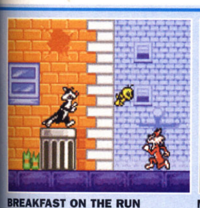
MIB: THE SERIES
Based on the animated series rather than the movie or comic books. This is a side-scrolling action affair where you star as agent Jay protecting the Earth from Skraaldians and Fmecks. Jump and shoot through six levels, while finding goodies like the neurlizer and "noisy cricket" gun.



GEX: ENTER THE GECKO
For the first time in his career Gex will be without voice. Hooray! Surely the best addition in the series so far, the rest is business as usual, Gex must venture through 16 levels inspired by famous movies and TV shows, while clinging to walls and finding TV remotes.



MORTAL KOMBAT 4
The first beat 'em up to benefit from the new hardware is a cut down version of the latest in the long running series. Also look out for a few more titles from Midway including Rampage World Tour, *NFL Blitz* and *San Francisco Rush*, plus conversions of old arcade hits, including... *Spy Hunter* and *720°*! We want *Robotron* too!



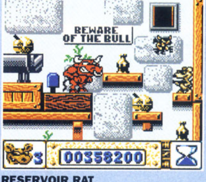
BREAKFAST ON THE RUN
Starring Sylvester the cat and Tweety, you play Sylvester and as you probably guessed you're chasing the speech impaired little canary through multiple levels in this platform romp. Beware of Granny because she'll hit you if she can get you. As you can see from the screenshots, this is one of the better looking releases.



MONTEZUMA'S RETURN
From the makers of *Reservoir Rat*! Here the shade wearing one is replaced by a small explorer, in a game that looks incredibly similar to *Reservoir Rat*! But no, you must negotiate platforms and collect jewels and keys while avoiding snakes and fire. Very hard, and not much fun sadly. If adventure has a name it must be Indiana Jones!



COOL HAND
Play Blackjack, Solitaire and Cribbage in Atlantic City, Vegas and London, while trying to rack up a small fortune. It's gambling baby! Cool Hand is nice enough to teach you each game, and give you plenty of options to play around with. It's also quite hard to beat each casino, but like Dustin Hoffman in *Rain Man* you can count cards!



RESERVOIR RAT
From the makers of *Montezuma's Return*! A platform game starring a character that's pretty devoid of... well character. You assume the role of the rodent of the title who turns out to be a leather jacket, shade wearing dude. He then jumps around platforms while collecting food, avoiding hazards and jumping on enemies, er... and that's it.





ROGUE TRIP



If you've played either of Singletrac's *Twisted Metal* games, you'll know whether you're going to like *Rogue Trip* or not. Although the title and basic idea are different, the games are very similar indeed – they even look almost identical. It's set in the future, where you're one of a group of rival Auto Mercs, chasing around after a single tourist trying to rack up cash bonuses for driving to certain photo opportunities. If someone else has the tourist, blow them up or use a special weapon to launch the holidaymaker out of their vehicle. There are plenty of characters, each with wacky vehicles (there's even one with a big sausage on top! Ha-ha-ha-ha... ha... etc) which look fantastic as they rotate on the select screen, but look pretty plain once you get into the game proper. Stage design is similar to the *Twisted Metal* games with loads of ramps and things to send you flying through the air as well as all sorts of bits to blow up and mess around with. The idea itself is good, the presentation's neat, there's lots going on, but it's still basically the same game as the first *Twisted Metal*. If you're a fan – go for it, but there's no way this is going to change the mind of anyone who found the previous games dull. **ED LOMAS**

ACTION GAME

OUT NOW

BY SINGLETRAC

1-4 PLAYERS

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 565 7300





Two-player mode is cool, but it's not quite enough to win over newcomers.



The President needs your help. Go and explain the meaning of 'sexual relations'.



Have a bit of a boogey before you go out and blast your enemies. It helps calm the nerves.



BUST-A-GROOVE

Bust-A-Groove is like a fighting game, but without the contact. The idea is simple – dancers challenge each other to "dance duels" to see who's got the best moves and the best rhythm. Like a fighting game, you must confront other dancers and beat them on their own stage, before progressing to a boss. The control method is similar to that of *PaRappa the Rapper*, and requires you to repeat button combinations that are displayed on the screen in time with the beat. These get your dancer moving. Keeping the sequence going makes your dancer perform more impressive moves. *Bust-A-Groove* is a nice idea, it's humorous and superbly presented, with some of the best character animation seen on the PlayStation. It's not for everyone, but people looking for something different should check it out. **ALEX HUHTALA**



RHYTHM ACTION GAME

OUT NOW



BY ENIX

1-2 PLAYERS

- PRICE £ 39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



If you preferred John Travolta before his *Reservoir Dogs* days, this game is for you.





GEX 64



The trouble with Gex is that, while he may have taken off in America and become a well-known games character, the European market hasn't warmed to him as much. Europe hasn't warmed to him at all in fact. And even as the game has improved over time, that lingering sound of the cheesy Yank voice is always with us.

Gex 64 is a conversion of the third PlayStation *Gex* and is pretty much "as you were" for the super-smooth lizard. The game looks nice enough, and while it isn't as nice as *Mario*, it still works well. The gameplay is your standard platform affair, but isn't too repetitive. Ultimately though, this is yet another platform game, much like others you've seen, done much better by lots of other companies. You still can't beat Mario when it comes to a quality, entertaining platform game. **STEVE KEY**

3D PLATFORM



OUT NOW



BY CRYSTAL DYNAMICS

1 PLAYER

- PRICE £39.99
- PS.SAT AND BDO PREDECESSORS AVAILABLE
- 4TH PLAYSTATION PLANNED
- STORAGE 128MB CART
- PUBLISHED BY GT
- TEL 0171 565 7300





Gex feels no pain – not even the pain of having his ass on fire. A true, mainly-American, hero.





RIVAL SCHOOLS

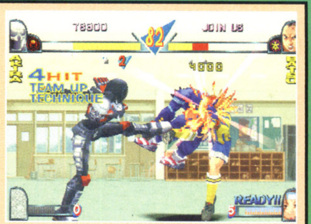
The look of *Rival Schools* is very similar to Arika's other games – *Street Fighter EX 1* and *2*, plus Namco's forthcoming *Fighting Layer*. The characters are a bit blocky, but they're well animated and have a distinctive look about them. It didn't do well in UK arcades, but has translated to PlayStation brilliantly – not only do you get an arcade-perfect conversion, but you also get a second CD packed with extra features. These include a cool training mode, various sporty bonus games, and even a create-a-character feature to collect. The game's simple to play, and stringing combos and special moves together couldn't be easier, but there's still a lot of depth for hardcore combat fans. Trouble is, it's not as instantly gratifying for light users as *Tekken 3*, and it's not as fast-paced and technical as the *Street Fighter* games. **ED LOMAS**

3D FIGHTING GAME
OUT NOW
BY ARIKA
1-2 PLAYERS





- PRICE £ 44.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDS
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255



It may look very similar to other fighting games, but *Rival Schools* is in fact very different in many ways. Maybe a bit too different for the UK.





V-RALLY '99 EDITION

Infogrames' *V-Rally* was a big success on the PlayStation, but this N64 version has been a long time coming. The graphics are similar, but have the fuzziness we've come to expect from N64 translations and a few bits of jerkiness. The cars handle pretty much the same way too, with the same ridiculous slides and and the same super-light feel which makes you roll over as soon as you clip a bank at the edge of the road. There's a big selection of cars and tracks, though the design of these is very plain, especially when compared to *Colin McRae Rally*'s fantastic layouts. Although *V-Rally '99* is probably the best game of its kind on the Nintendo 64, it's certainly not perfect. It'll also caused a straight split between gamers. Personally, the unrealistic slippery handling drives me mad, yet there are still people who love it to bits. You'll have to figure out which kind of person you are for yourself, I'm afraid. **ED LOMAS**

RACING GAME
DEC RELEASE
BY INFOGRAMES
1-2 PLAYERS

- PRICE £49.99
- PLAYSTATION VERSION A AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 96MB CART
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633



What kind of person are you – the slippery kind or the straightforward kind? That's the only question that matters when playing this game.





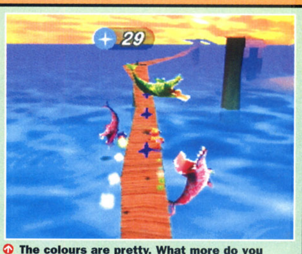


STARSHOT: SPACE CIRCUS

Starshot is a space circus juggler who's searching the galaxy for acts to come and join his band of performers. There's one problem – a rival circus is in town competing for the same acts. You must explore planets, negotiate hazards and try and sign those new acts. If you don't, your rival will win. Apart from having one of the worst game names ever, *Starshot* also suffers from having a dull hero and messy graphics. *Starshot* appears very small on screen, and so do the items he has to collect. Bad fogging make it difficult to see what's happening around your character, and awkward controls make the task rather tedious. *Starshot* gets his name from the way you collect stars to fire at opponents – not very imaginative, and similarly uninspired moments appear throughout the game. In all honesty, it's one of the worst games I've ever played. **ALEX HUHTALA**

PLATFORM GAME
OUT NOW
BY INFOGRAMES
1 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MB CART
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633



The colours are pretty. What more do you want? Whatever it is, you ain't gettin' it here.





ACTUA GOLF 3

We've always maintained that *Actua Golf* has been the better of all the PlayStation golf games. And this third version does much to cement that statement. The biggest difference between this and the other titles in the series is the controls. Using the power of the analog joypads, you can control the swing using the sticks. By pulling the stick back, you start the backswing. Quickly moving it forward activates the downswing. The speed at which you push the stick alters the power and distance of the shot. It's a cool new way of playing these games, and is also a difficult one to master, especially on the smaller putts and chip shots. The graphics are still good, although they aren't an improvement over the others. And the commentary is worse – they ramble on about any old thing now. It's still a top golf game though. **STEVE KEY**

GOLF SIMULATION
OUT NOW
BY GREMLIN
1-4 PLAYERS

- PRICE £ 44.99
- PS AND PC PREDECESSORS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 0114 263 9900



Beat the winter blues with this top golf game, and find out where Bernhard Langer ended up.



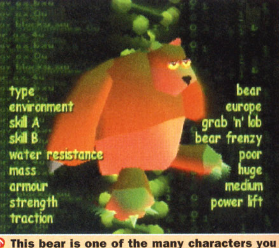


SPACE STATION SILICON VALLEY

A futuristic amusement park goes haywire, and is on a collision course with Earth. You must save the day by taking charge of the animals in the park. Each breed of animal has unique abilities, and you must make use of them to solve puzzles. *Silicon Valley* is the most inventive platform game in a long time, because rather than control one lovable character, you control a bunch of them! The game has been a long time in the making – it should have been one of the first N64 games. As a result, the graphics may seem a bit out-dated, with sparse locations and simple characters. But *Silicon Valley* is a game that benefits from simplicity. It's easy to figure out what's going on, and you can see far into the distance – which helps with certain puzzles. I enjoyed this a lot, although some may find it too simple or – like other N64 games – too cute. It's full of charm, playability and humour. **ALEX HUHTALA**

PUZZLE ADVENTURE
OUT NOW
BY DMA
1 PLAYER

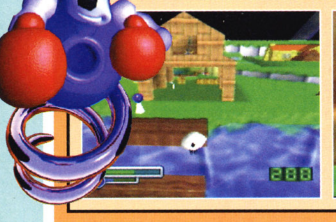
- PRICE £49.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CART
- PUBLISHED BY TAKE 2 INTERACTIVE
- TEL 0171 384 7800



This bear is one of the many characters you can control. Use his skills to aid you.



The graphics may look a little basic, but simplicity is the key to enjoying the puzzles.













POOL SHARK

We can't hold it against Mirage that years ago they created *Rise of the Robots*, one of the worst games of all time. Or that they followed it up with *Rise of the Robots 2*, an even worse game. What we can hold against them is that they've made *Pool Shark*, a game which is somehow even worse than anything they've done before. There are a few things which are essential in a pool game, such as the ability to judge and fine-tune a shot to perfection but *Pool Shark*'s graphics don't allow for this – plus there's no way of bringing up a guide line. Setting the power of a shot is a bit of a random affair too, with a golf game-style power bar which doesn't work well at all. Plus, the computer opponents play erratically. There are a fair few other things to the game, all of which demand criticism but I'll save you the effort of reading about them – just don't bother playing this... ever. **ED LOMAS**

SPORTS GAME


OUT NOW


BY MIRAGE
1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 0114 275 3423











The computer can pull off an incredible shot or miss completely, so don't expect any logic in this.





PSYBADEK

I really wanted to like this. I STILL really want to like this, but it's just not possible after the intense frustration of playing the thing. *Psybadek* looks fantastic, with a cool graphic style and some very impressive sections. It sounds fantastic, with music by David Holmes and Bentley Rhythm Ace. It involves hoverboards and Vans clothing. It's got a mad sense of humour and some truly bizarre stages which will really mess with your head. But it also has extremely frustrating game physics which make your 'boarder slide everywhere, making certain stages a nightmare – especially when a simple mistake caused by a glitch in the level can mean instant death. Some stages are very boring too, and the "shooting penguins" bit right at the start could be enough to put most people off playing any further. *Psybadek* could have been brilliant, but the levels are so dull and annoying that it is, in fact, crap. What a shame. **ED LOMAS**

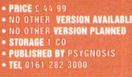
ACTION GAME
OUT NOW


BY PSYGNOSIS


1-2 PLAYERS



- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0161 282 3000





Be careful here – one simple mistake and the game will make you start all over again.

MINI REVIEWS





NHL '99

I really enjoyed last year's NHL '98, and this year we get a better game again. The first improvement is that it's Dual Shock compatible. Now you feel every barge and slam, plus the analogue controls make moving about easier. The AI has been tweaked for the better, there's improved commentary and a new training mode. The puck has been made even more realistic, skilful players will now be able to ricochet shots into the net. The option screens have been improved, and there's a rendered fly-by of the stadiums before each game. During a season or playoffs, players will dip in and out of form, especially if they're left on the bench. Best of all is the stadium announcer, who addresses the crowd at the end of periods. The only negative thing is the frame rate – it's a little sluggish in places. But I can live with that. **ALEX HUHTALA**

ICE HOCKEY
OUT NOW
BY EA SPORTS
1-8 PLAYERS

- PRICE £ 39.99
- NUMEROUS PREQUELS ON LOTS OF FORMATS AVAILABLE
- N64 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442



'Go on, have a sniff. We use that new spray, Musk de Gamer. You should try it, it's awesome.'





WARGASM

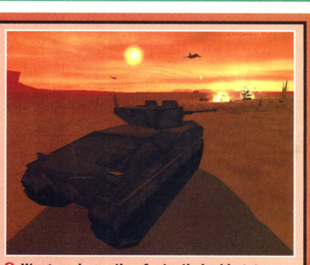
The first thing you'll notice when you turn on *Wargasm* is the amazing graphics. With Voodoo 2 at the helm, you cannot fail to be impressed by the scenery and general detail the game goes into. But how about the playability?

The training mode should be everyone's first port of call as you cannot possibility go straight into the game without it. And while that may be a little dull, the it's worth doing so that you can go into the main game knowing what you're doing. Choose an area of the map top attack and you'll enter a smaller map screen where you can choose tactics, position people in a similar way to C&C.

And at the touch of a button you can assume the view of any of your vehicles to get right in the heart of the action. It's slow to get going, but ultimately Wargasm proves to be quite engrossing and entertaining. **STEVE KEY**

WAR SIMULATION
OUT NOW
BY DID
1-4+ PLAYERS

- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFOGRAMES
- TEL 0161 827 8000



Wargasm **is another fantastic looking game, but some of the environments are a little bland.**




APOCALYPSE

Not content with playing as a character called Trey Kincaide? Then why not play as Bruce Willis playing Trey Kincaide. For he of the famous smirk is the star of Apocalypse, and he's fighting for the fate of mankind against the Four Horsemen of the Apocalypse. Which such incredible cast members you'd expect an epic of Ben Hur proportions, but what he have here is a damp squib of a shoot-'em-up, with an annoying character running around shouting pathetic comments like "You want some? Oh you want some too!" The best part of the game is the twin-stick control method as seen in the classics Robotron and Smash TV, that allow you to run one direction and shoot in the opposite. An average game, Bruce meanwhile has probably headed off into the sunset with a large bag labelled "swag". **ALEX HUHTALA**




3D SHOOTING
OUT NOW
BY NEVERSOFT
1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456 700






Mindlessly slaughter everything in sight, with Bruce Willis yapping away in the background.







RAKUGA KIDS

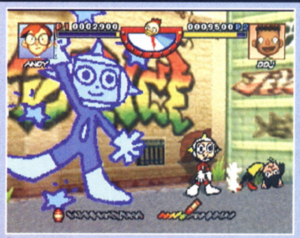
Kids' drawings are brought to life by some magic crayons, and instead of doing the decent thing and playing innocent party games, they get into loads of fights! Which, as it turns out, is a lot of fun. You see, the local bully made some drawings too, and they're causing trouble, so the good drawings have to sort them out. *Rakuga Kids* may look even cuter than the usual Nintendo fare, but don't let that put you off. It's clearly learnt its moves from the *Street Fighter* school of fighting games, using the same control method and special bar system. The characters themselves boast great animation and lots of colour. Their special and finishing moves are both outrageous and humorous. Older players may soon get bored once they've seen all the characters and what they have to offer, but younger fight fans will find this a lot of fun. **ALEX HUHTALA**



2D FIGHTING
OUT JAN
BY KONAMI
1-2 PLAYERS



- PRICE £49.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CART
- PUBLISHED BY KONAMI
- TEL 01895 853 000



The little guy has some crazy moves, but does he have the stamina to see it through to the end?








COLONY WARS VENGEANCE

When *Colony Wars* first arrived, we were blown away by the fantastic visuals. But the game itself turned out to be a little repetitive and the "wow" effect was lost a little.

Now the second version has arrived, it's like we've gone back in time. Amazing graphics, but sadly still repetitive.

This is still an extremely well-presented game, and is highly atmospheric. If you have the added bonus of a surround-sound TV to play it on, you'll be totally blown away. It's stylish too, with some cool rendered sequences and cut scenes.

Another cool feature is the fact that if you mess up a mission you don't get the chance to simply start the level again. Problem is that you'll end up seeing lots of the game quite early on. Shoot a few ships, escort some convoys, destroy a radar etc. There's not that much variety in the levels. There is no doubting the game's quality, but you can't help thinking that Psygnosis, with their track record, could have done a lot more with this. **STEVE KEY**



SPACE SHOOTER

OUT NOW

BY PSYGNOSIS

1 PLAYER

- PRICE £39.99
- PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0151 282 3000



To destroy bigger ships like this, first you must destroy the shield surrounding it and then concentrate on the hull. Then...BOOM!



The planets and stars provide a fantastic background to *Colony Wars*. There is no doubting that it's a fantastic looking game.








B-MOVIE

My initial impression of *B-Movie* was one of confusion. I found the front end presentation too fiddly and off-putting. But when I eventually got into the game, that was was all forgotten. The engine the programmers have created may not be the best looking, but it moves incredibly smoothly and has no slowdown when a lot's going on.

You start with the choice of three ships, but completing a level will uncover more. You can also research new weapons to upgrade your ships. The first level is a simple tutorial and one which will tell you all the basics needed to play the game, like following waypoints and using your Suck-O-Matic to grab supplies and wandering humans. It's nothing majorly new or groundbreaking, but it's an entertaining little game nonetheless, and well worth renting for a couple of days. **STEVE KEY**

ACTION SHOOTER

OUT NOW

BY KING OF THE JUNGLE

1 PLAYER

- PRICE £ 44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 565 7300



Calling your game *B-Movie* is a smart move – people have lower expectations of it. We did.

PC CD ROM



CAESAR III

You have been handpicked to improve the quality of cities in the Roman Empire. Do well and the Emperor will promote you to a larger, harder city. *Caesar III* plays like a cross between *Sim City* and the Settlers games. Each new city has a set target to be met, and citizens to please. Choose which buildings go where, and allow business to prosper. Keep a close eye on food levels, and when in hostile areas, build a sufficient army to protect the city. There are also gods who require attention, build them temples and hold festivals or face their wrath. *Caesar III* is a much better game than many rivals on the market, and is the first game to truly challenge *Sim City*. In some ways it's better, as you have more control over the city and population. The only downfall is the combat, which doesn't work too well. Just try to keep the peace to avoid the game's only weak spot. **ALEX HUHTALA**

CITY BUILDING STRATEGY GAME

OUT NOW

BY IMPRESSIONS

1 PLAYER

- PRICE £34.99
- PREQUELS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY CENDANT
- TEL 0118 920 9100



A city-building game that should give the *Sim City* series a good run for its money.

MINI REVIEWS





HEDZ

Full credit to the programmers of *Hedz* for attempting something different – and it seems to have paid off. *Hedz* is a really enjoyable game and one that you can totally get engrossed in. The idea is a simple and yet addictive one. You have control of five Hedz (Head Extreme Destructive Zone) and are set in a level with loads of other Hedz running around. Shooting one will cause their head icon to be spilled into the playing area and you can then collect it to make it yours. With the money you collect, you can then swap this head into your roster of five playable Hedz. All others are stored in a backpack. Graphically, *Hedz* is quite lame, as some textures have been continually repeated, which is lazy, but it plays brilliantly and with 225 Hedz to collect, there's loads to it as well. Plus, in multiplayer mode, you can battle for other Hedz too. Excellent stuff.

STEVE KEY

- HEDZ-APPING
- OUT NOW
- BY VIS
- 1-4+ PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE OR PLANNED
- STORAGE 1 CD
- PUBLISHED BY HASBRO INTERACTIVE
- TEL 0181 569 1234

Rush around and blow up other Hedz with your Hedz. Then add their Hedz to your collection. Cool.





COOL BOARDERS 3

This is a disappointment, probably caused by the change in development teams at Sony's request. The creators of the first two *Cool Boarders*, UEP Systems, are currently working on a Dreamcast version of the game. What we have left here is *Cool Boarders* by name only. Everything you knew and loved about the previous games has been thrown out the window in an attempt to improve graphics and gameplay. While the graphics may be better, the controls and indeed fun have been completely removed. What you have instead are 34 tracks, which are all too similar, and some new modes of play like Boarder Cross and Slalom. The controls are the downfall – a new jump meter has been included which takes all the fun out of doing tricks, but worst of all is the *Road Rash*-style fighting between 'boarders. Why? If you haven't played the previous games you might like it, but fans beware.

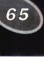
ALEX HUHTALA

- SNOWBOARDING
- OUT NOW
- BY 989 STUDIOS
- 1-2 PLAYERS

- PRICE £34.99
- PLAYSTATION PREQUELS AVAILABLE
- DREAMCAST COOL BOARDERS IN DEVELOPMENT
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



This guy's about to attempt a move that the new version of this game doesn't allow.







PlayStation	FOOTBALL SIM	BY EA
	OUT NOW	1-8 PLAYERS

- PRICE £44.99
- MULTIFORMAT PREDECESSORS AVAILABLE
- PC OUT NOW, N64 OUT FEB
- STORAGE 1 CD
- RELEASED BY EA TEL 01753 549442

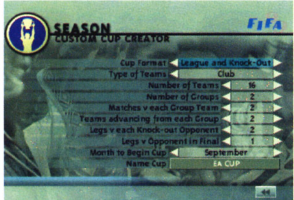
While EA can boast phenomenal sales figures for their numerous FIFA games, we can't help but point to flagging review scores.

Some of you may view this as good news. Others may look upon it as bad news. But EA have just signed up the rights to the next two World Cups, Euro 2000 and an eight-year extension granting them the use of the FIFA licence. And they've promised to release three big-name licenced games every year! Hopefully they will develop themselves a new engine to go with the new licences, but one thing is for sure – you're going to be blitzed by football games over the next couple of years. Starting with the newest addition to their already huge portfolio of soccer games, *FIFA '99*.



THE CUSTOM CUPS

FIFA '99 now gives you the ability to create your own customised cups. There are the pre-set tournaments you can enter, like a cup version of the Champions League. But if that isn't really what you're looking for, you can make up one of your own. The cup can be either made into a straight knockout competition or a league then knockout like the Champions League. You can have up to 32 teams competing or as little as two, and choose how many times you play against each opponent in your group as well. And you get to give it a hilarious comedy name too! Now all you need are some mates to play with!

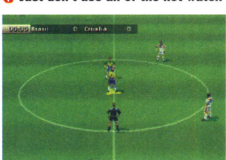


Fiddle and fiddle some more. One or two legs? Knockout or league? Decisions, decisions.

Yorke watches the ball sail into the top left corner as he puts Man Utd 2-0 up against Newcastle.



Just don't use all of the hot water.



CVG OPINION

The sad fact is that *FIFA* has had its day. With so many better and more enjoyable titles already out there, I'd strongly advise you to have a look elsewhere, namely *ISS Pro '98*. Even those who'd stand by *FIFA* can't seriously say that there is that much difference between all of the games in the series to make this one worth buying. It's still a good game, but it's still not as realistic as it could be. There are a couple of new game modes which are very good, like the Golden Goal option where you set a goal limit and the first to hit it wins – that's good. But everything else is too similar. It plays like the others, and looks like the others. Hell, it IS the others – with a different kit on.

STEVE KEY



The players' animation is top notch.

Change the view back to the classic *FIFA* cam.



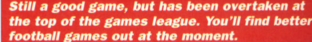








RATING



Still a good game, but has been overtaken at the top of the games league. You'll find better football games out at the moment.

PlayStation

FOOTBALL SIM | BY SILICON DREAMS | OUT NOW | 1-4 PLAYERS

- PRICE £44.99
- PS, SAT AND PC PREDECESSORS AVAILABLE
- N64 AND PC VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS TEL 0181 636 3000

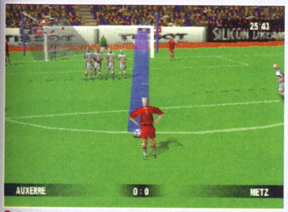
Can *Michael Owen's WLS '99* really challenge *ISS Pro* as football game champ? Can it fend off the challenge from *Actua 3* and *FIFA* too? Read on...

Michael Owen's WORLD LEAGUE SOCCER WLS99

The last of the 'big three' football games to be released just before Christmas is *Michael Owen's WLS*, and in the fiercely competitive market, they even bought the release forward so that they could get some shelf life in before *FIFA* and *Actua* arrived. Then *FIFA* did the same by moving it's launch date forward a week. It's all dog eat dog you know. So was it all worth it? Well out of the three, we think that *Michael Owen's* is the best. It may not look the best, but it plays well. And that's all that matters to us.

HE'LL HAVE A DIG YOU KNOW

Scoring from free kicks is very easy to do in *WLS*, but only if you know your angles. Once you're in range of goal and get bought down, the camera pans round and faces the goal from behind your player. You then get control of an arrow, and this is like the first way point. This is where the free kick will initially head towards. The second arrow then appears and this is where you want the kick to end up. You can alter the height of this one as well as just the direction. Then all you have to do is shoot and hope you've got it right. If they do go in, it's very impressive to watch a few times, especially if a mate is on the receiving end.



Don't put the second arrow right in the top corner. About here is usually high enough.

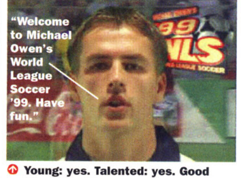


It's fun to stay at the Y-M-C-A! Boom boom.

Acrobatics in the six yard box. Hold shoot as the corner comes over and you'll scissor it in.

The through ball works best in the middle of the park.





Young: yes. Talented: yes. Good looking: yes. Sincere: not especially.



CVG OPINION

Michael Owen's version of *WLS* is a significant improvement over the original. They've made it easier to score so it's more accessible the first time you play it and added lots of more advanced moves and tricks to give a little bit extra to learn. Graphically, it's in a higher resolution but animation is still a bit dodgy. Players run like they're all bow-legged and have barrels under their arms. And when the shoot, they skate along the floor before kicking it. And it's still too frustrating to tackle people. At least now you can run into players to get the ball. The ball seems a bit 'light' as well, as it tends to float in the air after headers and punts up field. But, I did enjoy playing it and there is always that feeling that you could just score a blinding one-two volley if you keep practising.

STEVE KEY

RATING



A big improvement over the original. Still doesn't match up to ISS Pro '98, but is certainly the best of the new bunch of footie releases.

SAINT & KEYSIE



Football tips from CVG's footy experts!



This is a challenge for all Saint and Keysie readers. If you've bought yourself a copy of *ISS Pro '98*, *WLS '99*, *Actua 3* or *FIFA '99*, send in some tips to us. We'll be compiling a Reader Tips Special on all the big football games this Christmas. And to make it worth your while, we're giving away loads of prizes to all the best tippers – so get writing!



INFOGRAMES TO PUBLISH UEFA MANAGEMENT TITLE

With all the big official licences running out and being snapped up by Eidos and EA, Infogrames have jumped into the fray with the announcement of their forthcoming management game for the PC, *UEFA Manager 1999*.

One thing we must stress at this stage is that you mustn't confuse this with the other UEFA game due to be released from Eidos, and the Champions League licence. It is a fully approved UEFA licence and one that will benefit from having all their official facts and figures and team rotas. All the players will have the correct attributes, so that the genuine star men of teams will shine. Zidane, Del Piero and Bergkamp will obviously star for you more than Grimandi and Jordi (if he even plays!).

FIVE LIVE STALWART

The programmers have also gone to great lengths to work on a new way of developing players. Management games don't usually go into that much detail with regards to youth teams, but the programmers have promised to give you the chance to pick and choose players for signing on a YTS basis and decide when to bring them up to being a full time player. Fans of the now-obligatory celebrity commentary will be pleased to know that BBC legend and the man who says that even 40-yard thunderbolts are "because of bad marking" Alan Hansen and Radio Five Live stalwart Alan Green are there to warble on at you.

Infogrames are extremely confident that this will go on to become one of their most successful titles and are spending a huge amount of money promoting it. As well as the standard advertising, they'll be sponsoring radio sports programmes, and hordings will surround most UEFA matches as well as Premiership and Nationwide games. Whatever your opinion on the game, it's going to be everywhere and Saint & Keysie will bring you a first playtest next month.



Table more than one offer at a time.



View the competition's top scorers.



Check out who your scout has recommended you make an offer for.

You're given a few hints about the weak spots and general playing style of your opposition. Nice.



This is the screen you see during a match.

MICHAEL OWEN IS N64 BOUND!



Notice the lack of 'fuzz' even when the camera zooms in this close to the action.

There's not much more to say about *Michael Owen's World League Soccer '99*, except that these are the first shots we've seen of the Nintendo 64 version. Eidos are quick to point out that this version will not be like other Nintendo football games. They're even quicker to add that the resolution it runs at will mean there is no fuzz!

In terms of teams to choose from, it'll feature over 200, ranging from all of the International sides right down to the top teams from each of the major leagues around Europe. The artificial intelligence has also been improved not only for the goalkeepers but for the outfield players as well.

The release date pencilled in by Eidos is April 1999, so with any luck, we'll be able to bring you a full preview in the next couple of months. Until then, have a drool over these pictures.



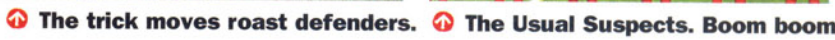
The animation is good too. Chest traps are easy to do.



The trick moves roast defenders.



The Usual Suspects. Boom boom.



Games League

No surprise this month as *ISS* remains top of the charts. Keep sending in your favourite top five football games on your Spot the Ball entries, and one day, we might send you back a prize.

Pos.	Title	Format	Price	Rating
1	**ISS Pro '98**	**PS**	**£44.99**	**5/5**
2	Michael Owen's WLS '99	PS	£44.99	4/5
3	Actua Soccer 3	PS	£44.99	4/5
4	FIFA '99	PS, PC, N64	£44.99, £34.99, £49.99	3/5
5	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
6	ISS '98	N64	£39.99	3/5
7	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
8	Premier Manager '98	PS	£44.99	5/5
9	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
10	FA Premier League Manager '99	PC	£34.99	N/A

Spot the Ball!

So we made the ball harder to spot. So what? The first couple were way too easy. Only a few of you spotted the ball in issue 204, cunningly disguised in the *Bust-a-Groove* Coming Soon on page 27. Andy Parrington of Flixton, Manchester was one of those who did, and he'll be getting some Mizuno goodies and *Michael Owen's WLS '99*, curtesy of Eidos! Find the ball somewhere in this month's mag, other than in Saint and Keysie, and send entries to Spot the Ball #206.





Face the Facts

A face the facts first! This month, we turn our attention to crappy ARTWORK and their real-life counterparts. First up, we have Alan Shearer and a monkey. Can you spot the difference?



Alan Shearer.



A large nose.



All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE #206
COMPUTER AND VIDEO GAMES
37-39 MILLHARBOUR
ISLE OF DOGS
LONDON
E14 9TZ

SAINT & KEYSIE





ISS PRO '98 TIPS SPECIAL

GENERAL TIPS



Shots from this angle never go in. Use Triangle to roll the ball across the box instead.

• Computer-controlled players in this game normally run at the same speed as you. If you run at normal speed, you'll have more chance to twist and turn past defenders. Leave the run button until you have only one or two defenders to beat, because they'll catch up otherwise.

• The computer-controlled defenders go to ground a lot more than decent human players will. Bare that in mind when trying to dribble it around players.

• If you're running behind an opponent, or are almost level with him, it is possible to slide tackle and not give away a foul. Do it so that you're almost side by side, running in the same direction, then press the slide tackle button. This will nick the ball away a spilt second before the player staggers over your tackle, meaning you can get up and retrieve the ball.

• There are some parts of the penalty area that you never score from. The most common is about five yards to the left and right of the penalty spot. Shots from here go wide, so it's best to pass it sideways, or do a triple-tap cross into the six yard box where another striker can finish it off.

• The centre of the park is the best place to play through. If you've just robbed the opposition of the ball, string a few one-touch passes together until you have worked it to the player who is in the opposition's half, but just outside the centre circle. He'll always have time to roll a through-ball or run it himself. Try to draw defenders away from the attackers if you can.

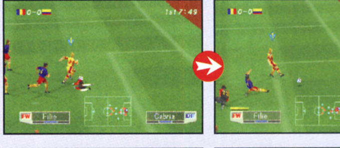
• The best player in the game is – surprise, surprise – Ronaldo. He is the quickest, and the most deadly finisher by far. Get running at the space between defenders, and he'll never be caught if he gets away.

THE BEST GOALS

A couple of little tweaks have been made to the final version of the game to the one we reviewed, so here are our revised cheesy goals for you to mull over.

ROUND THE GOALIE

Still the most dead-cert way of scoring in this game. Once you're past the last defender and racing towards goal, take your finger off the run button until the 'keeper starts to run out towards you. Then simply change your direction a fraction so that you're running away from him and hit the run key and you'll stroll past him and tap into an empty net.





It's vital to turn in front of the goalie at just the right moment, or he can adjust his run and dive to claim the ball off you.

THE SHOVEL FOOT

The best way to add a touch of class to your goal – the chip – is now incredibly difficult to pull off. But thanks to us, you'll know how to execute the move almost every time. The key is your position in the penalty box. Try to get it so that you're running at an angle towards either post, and when you're level with the penalty spot press the shoot button. Immediately hit L1 and release the shot button at about 3/4 power and hold the d-pad away from the goal. Cool as you like.





Timing is even more important in this move. Plus you need to be spot-on with the buttons, or you'll hit the goalkeeper.

CORNER KICKS

Corners are good way to keep the pressure on your opponent and maybe set up a score. Here, we tell you some of the best ways to take them.

The key to making corners work is to look at where the defenders are standing and adjust your tactics accordingly. When the view switches to behind the corner-taker, move his view slightly, and the players should all change their positions to take account of this. Now is the time to check out what's going on and make your mind up.

• If the defenders leave the striker unmarked on the edge of the six yard box, triple tap the circle button for a low, hard cross and then repeatedly tap Square. This usually makes the striker scissor-kick the ball into the net.

• If the defenders move forward and the striker stays where he is, or even shuffles back a bit, hold up on the d-pad and double tap Circle. This should send a whipped cross over the head of the first defender and onto the head of your striker. This one has the best chance of being cleared though.

• If all the defenders and forwards move towards the goal, they will leave a huge gap between the penalty spot and the edge of the 18-yard box. Move the view out to there and triple tap Circle again. This will plant the ball at the feet of a midfielder who can have a shot at goal.

• The alternative to the above-mentioned kick is to make the midfielder pass the ball immediately after receiving it to a striker, who should now be in a bit of space. A first-time shot into the roof of the net is what's required next to finish it off.

• If none of the above are options open to you, hold left and press X once to roll the ball sideways to the man standing next to you. Advance into the box and you again have two options. A cross into the box using circle or a pass into the six-yard box where the striker should run to. Use X to roll it him and again charge a first-time shot so he shoots as soon as the ball's at his feet.



Check out players' positions.



Chip the ball into Owen.

CHECKPOINT

This month's events and software releases at a glance. **DECEMBER – JANUARY**

IN ASSOCIATION WITH electronics boutique

This is a subliminal message to all readers: Eat more mince pies. You know you want to. And play more games. Pies and Games. Lovely.

This is traditionally a slow period for video games. Most of the big releases will have come in late November and early December in time for Christmas, so the start of the year is quiet. You do get one or two huge games though, and with games like *Donkey Kong World* and *Perfect Dark* on the N64, *Metal Gear Solid* and *Roll Cage* on PlayStation and *Tiberian Sun* and *Daikatana* on PC all scheduled for early '99, there's still a lot to keep gamesplayers interested! And with Dreamcast out next year too, it should be an awesome 12 months. Happy New Year readers!

LEGEND OF ZELDA RELEASED IN UK

11th December
United Kingdom

We very rarely mention the releases of games in Checkpoint, but a game as momentous as this is a welcome exception. Make sure you order yourself a copy, because this game is going to be huge.

SONIC ADVENTURE JAPAN LAUNCH

23rd December
Japan

Well, it's only fair. This game could well be another step up for the industry and Sonic's return to the limelight. They have pre-sold all of the copies from the initial shipment, so getting hold of a copy is going to be TOUGH!

PROJECT BERKLEY

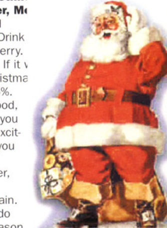
20th December
Pacific Yokohama in Yokohama (next to Tokyo)

Yu Suzuki's new project will be offically unveiled on the 20th December with three separate performances at the Project Berkley show. Here are the times. (1) Open 09:00 Start 10:00, (2) Open 12:30 Start 13:30, (3) Open 16:00 Start 17:00. It'll be awesome.

CHRISTMAS

Sometim[e in] December, M[ost of] the World

Eat lots. Drink and be merry. presents. If it [were a] game, Christma[s] would be 85%. Initially very good, but the longer you play the less exciting it is. Until you finish being a moody teenager, and it's lovely jubbly once again. Whatever you do this festive season, have a good one!



DEC-JAN SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED These games are hot / BLUE These are not

GAME NAME	FORMAT
4th December 1998	
NBA Jam '99 (Acclaim)	Nintendo 64
Powerslide (GT)	PC CD-ROM
NBA Live '99 (Acclaim)	Nintendo 64
Asteroids (Activision)	PlayStation/ PC CD-ROM
The War of the Worlds (GT)	PC CD-ROM
B-Movie (GT)	PlayStation
Heretic II (Activision)	PC CD-ROM
Starshot – Space Circus (Infogrames)	Nintendo 64
Rogue Squadron (Activision)	PC CD-ROM
Brunswick Bowling (THQ)	PlayStation
NHL '99 (Acclaim)	Nintendo 64
NBA Live '99 (EA)	PlayStation/PC CD-ROM
V-Rally (Infogrames)	Nintendo 64
UEFA Manager '99 (Infogrames)	PC CD-ROM
Abe's Oddysee (GT)	Game Boy Color
Turok 2 (Acclaim)	Nintendo 64/GB Color
Thief: The Dark Project (Eidos)	PC CD-ROM
Test Drive 4x4 (EA)	PlayStation
S.C.A.R.S. (Ubi Soft)	Nintendo 64/ PC CD-ROM
Sea Battle (Infogrames)	Game Boy Color
Buck Bumble (Ubi Soft)	Nintendo 64
Test Drive 5 (EA)	PC CD-ROM
11th December	
Legend of Zelda: The Ocarina of Time (Nintendo)	Nintendo 64
Crash Bandicoot 3 (Sony)	PlayStation
Abe's Exoddus (GT)	PC CD-ROM
Knockout Kings '99 (EA)	PlayStation
Libero Grande (Sony)	PlayStation
Future Cop LAPD 2100 (EA)	PC CD-ROM
Pool Shark (Gremlin)	PlayStation
Pro Pilot '99 (Cendant)	PC CD-ROM
Sensible Soccer Club Edition (GT)	PlayStation
Worms Armageddon (Microprose)	PC CD-ROM

GAME NAME	FORMAT
18th December	
Streak (GT)	PlayStation
24th December	
Tiger Woods '99 (EA)	PlayStation
Sim City 3000 (EA)	PC CD-ROM
December (no set release)	
3Sixty (Cryo)	PlayStation
Brian Lara Cricket (Codemasters)	PlayStation/PC CD-ROM
Tweety and Sylvester (Infogrames)	Game Boy Color
Civilisation 2 – The Test of Time (Microprose)	PC CD-ROM
Civilisation 2 – Multiplayer (Microprose)	PC CD-ROM
NFL Blitz (GT)	PlayStation
Heroes of Might and Magic III (Ubi Soft)	PC CD-ROM
NBA Jam '99 (Acclaim)	Game Boy Color
Pro Pinball – Big Race USA (Empire)	PlayStation
Turok 2 (Acclaim)	PC CD-ROM
South Park (Acclaim)	Game Boy Color
2nd January 1999	
Speed Busters (Ubi Soft)	PC CD-ROM
8th January	
Heavy Gear 2 (Activision)	PC CD-ROM
15th January	
Max Power Racing (Infogrames)	PlayStation
Football World Manager (Ubi Soft)	PC CD-ROM
20th January	
Wild Arms (Sony)	PlayStation
22nd January	
Starseige Tribes (Cendant)	PC CD-ROM
Viper Racing (Cendant)	PC CD-ROM

EVENTS AND SOFTWARE RELEASES

CHECKPOINT

GAME NAME	FORMAT
29th January	
Bugs and Lola (Infogrames)	Game Boy Color
Eliminator (Psygnosis)	PC CD-ROM
Pro 18 World Golf (Psygnosis)	PC CD-ROM
January (no set release)	
Big Air (EA)	PlayStation
Devil Dice (Sony)	PlayStation
Golf Pro (Empire)	PlayStation

GAME NAME	FORMAT
NFL Extreme (Sony)	PlayStation
NFL Blitz (GT)	Nintendo 64
Pro Boarders (Sony)	PlayStation
Star Control 4 (EA)	PlayStation
South Park (Acclaim)	Nintendo 64
Tai' Fu (Activision)	PlayStation
The Contract (Psygnosis)	PlayStation
Tiny Tank: Up Your Arsenal (EA)	PlayStation
Viva Football (Virgin)	PlayStation

WINNERS! WINNERS!

ABE'S EXODUS

Our first competition of Issue 204 was to come up with a good limerick in no more than two verses on what you did that day. Strangely, most of the opening lines went something along the lines of "I woke up this morning and did a poo". But, we did manage to get three winners and they are **Darren Garbutt of Hull, J.L. Francis from Rhonda, Mid Glamorgan and Simon Homewood of Wakefield**.

TUROK 2

Some excellent pics again from the Nintendo camp as they tried to come up with the new bits of artwork for the game. We had to be really ruthless with the judging, as there were so many good entries, but these three are the winners. **Chris Davie of Fallowfield, Manchester** for his cool style of drawing, **Daniel Clarke of Moseley** for the silhouette picture and **Kieren Willcocks of Cheshire** for his clever low res mode gag. Well done all.



You can tell Daniel Clark went back to study his old *Take Hart* vids for this awesome picture. Here, it takes pride of place in the Checkpoint gallery.





Kieren Willcocks raised the biggest laugh with his richly detailed picture, above, showing a scene with Turok destroying evil dinosaurs. And his 'low-res' version of the same game, right. Bet you think you're pretty smart, eh, Kieren?



This superbly executed comic-book style pic by Chris Davie oozes style and taste.

SIN

Another simple question to win this awesome game from Activision. All you had to do was name the seven deadly sins. And **T.N. Leaman of Putney Vale, London, Peter Oyediran from Battersea and Carol Doherty from Darlington** all correctly identified Pride, Wrath, Envy, Lust, Gluttony, Avarice and Sloth. Well done people, the game is one the way.





electronics boutique

CRASH BANDICOOT 3

The crate smashing, apple chomping Bandicoot is back to drive PlayStation owners insane this Christmas. To win yourself a copy, simply answer this extremely easy question. Send entries to **BANDY LEGGED CRITTER**. Which of these is a real film, sounding not unlike the main character of this game.

a) Crash b) The Bandicoot Show
c) Episode 1: The Phantom Bandicoot

SOUTH PARK

It's coming to N64! Kyle, Cartman and Stan kill all be killing Kenny on a regular basis now as South Park fever once again sweeps the nation. And seeing as they are so easy to draw, that's all you have to do. Come up with a cool South Park drawing. Easy! We have three copies of the game to give away so mark your entries to **HOWDY HO KYLE!** Oh, and the more South Park characters you can get in it, the better.

HERETIC II

The latest in the seemingly never ending line of PC corridor games from Activision is Heretic II, the sequel to last years hit title. If you want to win one for your PC, all you have to do is tell us who programmes the Heretic series. It's easy we know, but at least that's minimum effort for you. Send your entries to **THINGS ARE GETTING HERETIC ROUND HERE** at the usual address.

Send entries as soon as possible to:

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SPECIAL THANKS



Leave some mince pies out for those folks at EB this month, for once again making lots of people's Christmas' happy as they provide yet more prizes for you all. And some releases lists so you can suss out those last minute presents.



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JORDAN RACING WHEEL

Another PlayStation wheel, perfect for *F1* games if you're in a Jordan car – it's even been designed with the help of the Jordan team. So if your name is Damon or Heinz, this is the wheel for you. **£49.99 by Joytech**

WIRELESS PAD

If I could just untangle that wire, we could all enjoy a game. Wait, if only I had a wireless pad. Ding! Wow, lookee – a wireless pad! Now I'll never spend hours on my knees in a wiry mess again, hooray! **£34.99 by Ascii**



BARRACUDA 2

The Barracuda 2 has twice the shock power of the original, and the ability to play digital-only games in analogue! They can change the laws of physics, Scotty! **£19.99 by Interact**

VISION PAD
These cheap and cheerful PlayStation pads aren't afraid to go out in their underwear, and boast about their auto-fire and slow-motion features. **£6.99 by Interact**

CYBER SHOCK
Look at that sexy thing. Bet you'd like to get your hands round that, eh? The Cyber Shock has twin shock, and interchangeable multi-sticks to suit the game you're playing. **£19.99 By Blaze/Fire International**

GYRO PRO IV
You can pretend you're controlling PC flight sims with your mind, while concealing this basic pad. **£49.99 by One For All**

SPHERE 360
Picture a man who thinks his head is a ball on a pad, you've just entered the *Twilight Zone*. Not exactly, but that's the concept of this pad. It allows you to turn any game into a *Quake*-like experience. By tilting the ball, you move your head in the game! Clever or what? **£49.99 by Ascii**





ASCII PAD 64
Oo-arr my lad, she be a fine N64 pad. I spy a beautiful ergonomic design, a 3D jiggy stick and a lovely shoiny coat. She be the catch of the day! **£24.99 by Ascii**

GAMESTER DUAL FORCE STEERING WHEEL
There are almost as many steering wheels as there are racing games for the PlayStation these days, but this is one of the better ones. It weighs loads, has peddles, and it vibrates! **£69.99 by LMP/Gamester**



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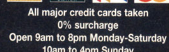
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LOOK WHAT THEY WON!

TWIX® GAMESPLAYER OF THE YEAR

The cream of British gamesplayers descended on the Virgin Megastore in London's Oxford Street, on Saturday 24th of October, to compete for the right to become TWIX Gamesplayer of the Year!

The finals had whittled down the entries to the last eight gamers on each format. The three games used to display gaming excellence on were *Goldeneye* (N64), *Gran Turismo* (PlayStation) and *World League Soccer* (Sega Saturn). And the prizes? Everybody won themselves a box of TWIX, the overall winners got much more. PlayStation and Nintendo winners bagged themselves £1000 worth of software and the Sega winner will own a Dreamcast machine when it's released next year.





Just think – playing on these can win you loads of TWIX.

★ MOTOR MADNESS

Gran Turismo started with defending champion on Rajesh putting his title on the line, and narrowly scraping through. His expertise was shining through again, and it took a rematch of last year's final between him and Stuart Morrison to stop him taking the title again. Stuart made amends for his defeat last year to comfortably take the semi-final. And the final couldn't have been closer, with Stuart stealing the race almost on the finish line. He couldn't contain himself much longer and proudly proclaimed it "has been one of my ambitions to win this".

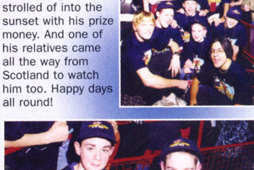




Stuart's life is made complete by winning the exciting TWIX competition.

★ THE NAME'S FERRY, JAMES FERRY

The Nintendo challenge involved a match in "Licence to Kill" mode in *Goldeneye*. The person scoring the most hits after five minutes would win. We witnessed some of the most awesome *Goldeneye* play ever. Despite the noise and verbal banter from the people around him, James Ferry kept his cool and composure, casually dispatching all his opponents with consummate ease. The margin of his victories was quite embarrassing and he quite rightly strolled of into the sunset with his prize money. And one of his relatives came all the way from Scotland to watch him too. Happy days all round!





James Ferry is indeed the Daddy. Oh yes.

★ 'AVE A WORD REF

And after the excitement of the previous challenges, the *WLS* challenge had a lot to live up to. And again it showed that the defending champs are being challenged by new gamers, as previous Saturn winner Alex Lieng was knocked out in the first round 2-0, one of which was an own goal! Needless to say, he was suitably humiliated. But Shaun Oldridge ran out an easy winner in the end, and in true footballer fashion, came up with the best quote of the day. When asked how he felt after winning himself a Dreamcast, he said he was "chuffed". Shaun, we salute you.



Has Shaun got enough TWIX to keep him occupied until he gets his Dreamcast?


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THE HOTTEST GAMING GOSSIP FROM AROUND THE WORLD!



FREEPLAY

...AND A KEESE IN A DEKU TREE

Nintendo fans are the Wise Men this Christmas. Respect to PlayStation, but N64 has the best selection of games this year. Only an opinion, but if you look at the picture we're seeing, we're sure you'll agree. The renewed excitement surrounding N64 is even showing in Readers' Most Wanted votes!

Five of the best games we've ever played, made available since mid November – *1080° Snowboarding*, *Zelda 64*, *Turok 2*, *F-Zero X*, and *Body Harvest*.

That's somebody's whole collection, right there, if you want to save time thinking about what's gone or yet to come. *Crash Bandicoot* and *Spyro the Dragon* on PlayStation cannot compare. They're tidy, but too familiar.

Oops, almost forgot *Tomb Raider 3*. Of course we didn't. What we all need to avoid, however, is being bowled over by the very least you expect – a great second sequel.

What we need to do is recognise N64 *Zelda* as the greatest thing since the shock of playing *Mario* in 3D. By the way, do yourself the favour of remembering how special it was playing *Mario* in 3D for the first time. Dismiss that and you're playing ignorant. *Mario 64* affected games in the biggest way.

Remember you have an option, instead of always doing what's obvious and easy. You could have a whole new console to play around with, and one of the finest games ever made – *Zelda 64*. Alternatively, there's always Lara to keep you in check. Have a Happy Christmas. It's guaranteed whatever.

We wanted you to know that N64 rules this Christmas! Some of the best-ever games are new to this machine since November.



Lara Croft gets a great new adventure – what did you expect? Aren't you worried that you've been here before? Didn't think so.

BURNING HOT GASES – OR RED-HOT RUMOURS?

• A game already exists on the new Nintendo console – a next-generation Nintendo game in progress, on a completed next-generation Nintendo chip-set. We'll see it in 2000.

• Namco's next-generation arcade board is basically Sega's Naomi board. It has custom extras allowing compatibility with PlayStation 2. *Tekken 4* for Dreamcast then!

• *Gran Turismo 2* will feature off-road racing, and Ferrari cars. The development of the project was brought forward to allow Team Yamauchi to begin *GT3* for PS2.

• Core have resurrected their *Hurdy Gurdy* game for Dreamcast. It's a 3D cartoon game, which is expected to look better than anything else on Dreamcast.

• Ennio Morricone will be doing to music for the *Resident Evil* movie. This is the same guy who did the score for the awesome spaghetti western, *The Good, The Bad, and The Ugly*. Alex Huhtala is especially excited about this prospect.

• *Gran Turismo 3* is now rumoured to be even more likely as a launch title for PS2. This is the game being shown to other developers to convince them – PS2 is terrifying.

• Catherine Zeta Jones is being considered for the role of Lara Croft in the *Tomb Raider* Movie. She's been our favourite for over a year.

• PlayStation 2 will push 10 million polygons a second. Dreamcast does 1.5 million. It's expected in 2000 for Japan. 2001 for Europe. Major developers already have kit.

READERS' MOST WANTED CHART

The nation is still in the grip of Dreamcast fever, with Sega's new console easily topping our readers' chart. Very few of you will actually get your hands on one until next year, so it's unlikely to move from its top slot.

1	DREAMCAST	SEGA
2	FINAL FANTASY VIII	PLAYSTATION
3	ZELDA 64	NINTENDO 64
4	METAL GEAR SOLID	PLAYSTATION
5	TOMB RAIDER 3	PLAYSTATION
6	RESIDENT EVIL 3	PLAYSTATION
7	PLAYSTATION 2	SONY
8	SONIC ADVENTURE	DREAMCAST
9	SOUTH PARK	NINTENDO 64
10	POKÉMON	NINTENDO

The infamous cartoon characters from *South Park* finally make it into our readers' chart, narrowly beating *Pokémon* in the process. In fact, Game Boy Color and its games got a fair few votes, and other games will probably enter the chart after our coverage this month! PC games are also starting to push for positions. Awesome new games like *Half-Life*, *Rainbow 6* and *Outcast* all got a respectable amount of votes. Chances are that over Christmas, some of you lucky people will be proud owners of new PCs, so PC games will really grow in popularity. Meanwhile, whatever games you buy or play over the holidays, enjoy youself. And have a Merry Christmas and a Happy New Year!

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TWELVE MONTHS OF CVG

A YEAR IN THE HANDS OF THE VERY GODS OF GAMING!

ISSUE 194 JANUARY 1998

PAUL DAVIES'S INSANITY LEVEL: 6/10

INSANITY EXAMPLE: "CVG has survived the storm by maintaining the objectivity you demand, while injecting enthusiasm we can't help (try and stop us!) when the occasion arose."

GAME OF THE MONTH: *The Curse Of Monkey Island* (PC)
SHAME OF THE MONTH: *Peak Performance* (PlayStation)

READERS' MOST WANTED: *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Quake* (PC)

ON THE COVER: The world's first *Resident Evil 2* playtest, signified by a zombie staring out of a bodybag with his brain hanging out. Also, an awesome collection of stickers featuring your favourite games (and *Spice World*)!



BEST HEADLINE: "IF I C-CAN JUST R-REACH M-MY... PIG BOMB" **Tom Guise, *Deathtrap Dungeon***

TOLD YOU SO: "Could be a serious contender for the *C&C* crown." ***Commandos***
"Should be a big one." ***1080°***

HOTTEST RUMOUR: Production details of the *Final Fantasy* movie, which has only recently been revealed.

CVG SECRET: Tony Cormack created the "64" in the *Duke Nukem 64* logo himself by chopping up and sticking together bits of other letters.

BEST REVIEW QUOTE: "Have you ever thought, 'I'd really like a glass of milk', then poured it out, taken a huge gulp and gone 'EUURRGGHH!' because it had gone sour?" **Alex Huhtala, *Nagano Winter Olympics***

BEST MAILBAG QUOTE: "Please could you track down when *Cruis'n USA* is coming out. I have waited nearly six months for this game..." **Simon Harrison, Worthing**

ISSUE 195 FEBRUARY 1998

PAUL DAVIES'S INSANITY LEVEL: 10/10

INSANITY EXAMPLE: "*F-Zero*... is so cool that it has been ripped off many times. Just like all the great Nintendo games. But that's life. Correction! This is life: *F-Zero X*... This game makes you want to shout the house down, it's brilliant! Brilliant! Brilliant!"

GAME OF THE MONTH: *Quake 2* (PC)
SHAME OF THE MONTH: *The Note* (PlayStation)

READERS' MOST WANTED: Resident Evil 2 (PlayStation)
CVG'S MOST-PLAYED GAME: Quake 2 (PC)

BEST HEADLINE: "FUNNY WIT DA 3D STICKY WICKY" **Paul Davies, *Yoshi's Story***

TOLD YOU SO: "Our hot tip for 1998: Yo-yo's." **Gizmo Palace**
"*Pocket Monster* will be one of the greatest games you've ever played" ***Pokémon***

HOTTEST RUMOUR: News that PlayStation *X-Men vs Street Fighter EX* would not feature the team modes.

CVG SECRET: Pages 20-21 were meant to be the Game Boy Pocket feature, but were lost due to a printing error. They eventually appeared in issue 196.

ON THE COVER: *Tekken 3*'s Space Ninja Yoshimitsu surrounded by flames to represent CVG's massive coverage of the games tipped to be the best of 1998.



BEST REVIEW QUOTE: "Even Everton are better than this." **Steve Key, Saturn *FIFA '98***

BEST MAILBAG QUOTE: "Yes, yes, yes, yes, yes! Sonic Team I LOVE YOU ALL! Toot toot *Burning Rangers*!" **Will Curley**

ISSUE 196 MARCH 1998

PAUL DAVIES'S INSANITY LEVEL: 7/10

INSANITY EXAMPLE: "Violence the supreme authority. Violence is king! Death to cute! ... There's much more to excitement than crapping your pants every 10 seconds. CUTE WILL BE REBORN!!!"

GAME OF THE MONTH: *Street Fighter Collection* (PS & Saturn)
SHAME OF THE MONTH: *Cruis'n USA* (Nintendo 64)

READERS' MOST WANTED: Still *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Resident Evil 2* (PlayStation)

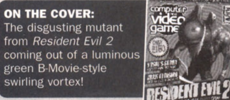
BEST HEADLINE: "MASTERS OF TASTY CURRY?" **Alex Huhtala, *Star Wars: Masters of Teräs Käsi***

TOLD YOU SO: "Sega's new machine will be launched in November with *Virtua Fighter 3*... it will have four joypad ports and be network compatible for internet gaming."

HOTTEST RUMOUR: Sega working on a handheld console which would be able to link up and transfer data with their next machine.

CVG SECRET: CVG Editorial pictures were taken on a Sunday in January and the office heating wasn't on, which explains the coats and hats.

ON THE COVER: The disgusting mutant from *Resident Evil 2* coming out of a luminous green B-Movie-style swirling vortex!



BEST MAILBAG QUOTE: "The picture on the front of issue 194 was horrible, disgusting and I was almost sick looking at it. I'm not normally scared of things like that, but bloody hell, I was cacking my crackers." **Anon, Leytonstone**

BEST REVIEW QUOTE: "I really don't care one bit about a ninja called Ninja or a man called Bob..." **Ed Lomas, *Fighters Destiny***

ISSUE 197 APRIL 1998

PAUL DAVIES'S INSANITY LEVEL: 8/10

INSANITY EXAMPLE: "Alex... was there before you were born. Before your Brother, your Sister, your Mother, your Father, your number one guy on the family tree ever came to be. Alex, man. Alex. Huh. Tah. Lah. Lee." What IS he on about?

GAME OF THE MONTH: *Panzer Dragoon Saga* (Saturn)
SHAME OF THE MONTH: *Iznogoud* (PlayStation)

READERS' MOST WANTED: STILL *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Resident Evil 2* (PlayStation)

BEST HEADLINE: "PHWOAR! HUBBA HUBBA! LUVVERLY GRAFFIKS!" **Ed Lomas, *Gran Turismo***

TOLD YOU SO: "...this is going to be a big one later this year." ***Colin McRae Rally***

HOTTEST RUMOUR: Beastly Blanka to return to the *Street Fighter* series.

CVG SECRET: The Vectron Powerskin 3000XR was made from a VR headset with a TV remote control, three plastic cups, a Jaguar link cable, a Mega Drive ISS Deluxe pre-production cartridge, an Aura Interactor backpack, and a bunch of AV leads – all sellotaped to Alex.

ON THE COVER: A crazy picture of a bunch of Yoshis, done especially for CVG by Jake, who drew the picture of The Prodigy featured inside the *Fat Of The Land* CD booklet and on the popular T-shirts.



BEST REVIEW QUOTE: "...has EVERYTHING every gamer could possibly want. The first essential Mexican import game for years." **Ed Lomas, *Ultra Fernando Cousins***

BEST MAILBAG QUOTE: "Thank you to all the guys at CVG for really getting me into gaming." **Stephen Murison, Aberdeen**

ISSUE 198 MAY 1998

PAUL DAVIES'S INSANITY LEVEL: 6/10

INSANITY EXAMPLE: Paul started growing his hair and sweeping it back to look more like Jin Kazama from *Tekken 3*.

GAME OF THE MONTH: *Resident Evil 2* (PlayStation)
SHAME OF THE MONTH: *Aero Gauge* (Nintendo 64)

READERS' MOST WANTED: Again... *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Quake 2* (PC)

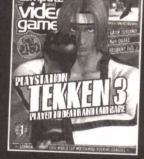
BEST HEADLINE: "THE EHR-GUYS" **Ed Lomas, *Ehrgeiz***

TOLD YOU SO: "This is going to be massive, we guarantee it." ***Colin McRae Rally***
"And the feature which will appeal to most PlayStation owners? Big, bouncing breasts." ***Dead Or Alive***

HOTTEST RUMOUR: *Cool Boarders 3* not to be coded by the creators of the first two games, UEP Systems.

CVG SECRET: Tony Cormack didn't do a single one of the tricks on the back page. Instead, he stuck his own head on some cool dudes' bodies.

ON THE COVER: Hwoarang from *Tekken 3* to signify the first UK playtest of the amazing PlayStation conversion. We were the only magazine Namco invited to play the game before it was released in Japan, you know.



BEST REVIEW QUOTES:
"If you're a lazy git, play something else." **Ed Lomas, *Burning Rangers***
"What started out as an enjoyable platform game slowly morphed into a frustrating and repetitive leaping competition." **Steve Key, *Pitfall 3D***

BEST MAILBAG QUOTE:
"Judging by your review, *Cruis'n USA* is going to be top of the 'he got that for his birthday' chart."
Stephen Atherton, Workington

ISSUE 199 JUNE 1998

PAUL DAVIES'S INSANITY LEVEL: 8/10

INSANITY EXAMPLE: His Editorial picture is supposed to be Jin Kazama's pose. His Mac now goes "Jin Kazama!" when he receives an e-mail, and all Paul talks about is *Tekken 3*.

GAME OF THE MONTH: *Gran Turismo* (PlayStation)
SHAME OF THE MONTH: *Three Lions* (PlayStation)

READERS' MOST WANTED: Um... *Resident Evil 2* (PlayStation)
CVG'S MOST-PLAYED GAME: *Tekken 3* (PlayStation)

BEST HEADLINE:
"DIRST DASS DICKET DO DOTTINGHAM" **Alex Huhtala, *Metal Gear Solid***

TOLD YOU SO:
"Will it be able to stand up to Rare's fantastic *Goldeneye*? Sounds impossible to us..."
Mission: Impossible

HOTTEST RUMOUR:
Project X technology to be built into domestic DVD players.

CVG SECRET:
Alex Huhtala drew the picture of Heat from *Bust-A-Groove* in Drawinz Wot You Dun (the second one from the start).

ON THE COVER: An awesome Toyota Castrol GT to represent Sony's racing extravaganza, *Gran Turismo*. Plus, a French footballer to highlight our comprehensive coverage of footy games to play during France '98.



BEST REVIEW QUOTE:
"If ever you needed the 'Big Ron' Rolex and cigars galore, it's now!" **Steve Key, *Premier Manager '98***

BEST MAILBAG QUOTE:
"Anyone who believes *FIFA* has superior gameplay deserves to have their testicles ripped off and nailed to their head." **Peter Lomas, Manchester**

ISSUE 200 JULY 1998

PAUL DAVIES'S INSANITY LEVEL: 7/10

INSANITY EXAMPLE: Just look at him in the background of Ed's Editorial picture. Maaaad.

GAME OF THE MONTH: *Breath Of Fire III* (PlayStation)
SHAME OF THE MONTH: *Bomberman World* (PlayStation)

READERS' MOST WANTED: *Tekken 3* (PlayStation)
CVG'S MOST-PLAYED GAME: *ISS Pro 98* (PlayStation)

BEST HEADLINE:
"THINK FAST OR WAKE UP DEAD"
Paul Davies, *Body Harvest*

TOLD YOU SO:
"*Blood Omen* received mixed reviews, but no-one will be in any doubt over the sequel." ***Legacy Of Kain: Soul Reaver***

HOTTEST RUMOUR: Capcom hiring extra staff for their multiple *Resident Evil* projects.

CVG SECRET: The cover image nearly didn't make it to the printers because all of DMA Design's computers broke at the same time. Four remaining machines all rendered it simultaneously, only one of which completed the job before crashing.

ON THE COVER: The lovely pink-haired lady from Gremlin's *Body Harvest* on Nintendo 64, along with a panel promoting CVG's extensive coverage of the awesome fighting game, *Tekken 3*.



BEST REVIEW QUOTE:
"Not only did Jon Hare pen the awesome (!?!?!?!) theme tune AND sing it, he also wrote and voiced the commentary too. And he still found time to go to the bog and wash his hands afterwards! Is there anything this man cannot do?" **Steve Key goes off on a bizarre *Sensible Soccer '98* ramble**

BEST MAILBAG QUOTE:
"I change girlfriends like I change my socks, but PlayStation owners who w*** over Lara are complete losers." **Shaid Majid, Bradford**

ISSUE 201 AUGUST 1998

PAUL DAVIES'S INSANITY LEVEL: 8/10

INSANITY EXAMPLE: "CVG has been nominated by the Video Game Dimension as the most effective messenger to humans..."

GAMES OF THE MONTH: *Banjo-Kazooie* (N64) and *Colin McRae Rally* (PlayStation)
SHAME OF THE MONTH: *Spice World* (PlayStation)

READERS MOST WANTED: *Zelda 64* (Nintendo 64)
CVG'S MOST-PLAYED GAME: *ISS Pro 98* (PlayStation)

BEST HEADLINE:
"BLOCK ROKING BEATS" A Tony Cormack error, Game Boy page

CVG SECRET:
A *Turok 2* cover was rejected because we felt the artwork specially created for CVG wasn't good enough. It ended up being used by *Nintendo Power* magazine in the USA.

HOTTEST RUMOUR:
Capcom making a separate *Resident Evil* game for Dreamcast, while *Resident Evil 3* will still come out on PlayStation (also recently confirmed.)

TOLD YOU SO:
"*FFVIII* will make *FFVII* look almost old-fashioned in every respect."
Final Fantasy VIII

ON THE COVER: Rare's excellent Nintendo 64 adventure *Banjo-Kazooie*. And *ISS* helps introduce our brand new football section.

BEST REVIEW QUOTE:
"...stinks of rotten skunks." **Ed Lomas, *Spice World***

BEST MAILBAG QUOTE:
"*Actua Soccer 2*'s graphics are bloody s**t and the goalies take too long in kicking the ball out. Plus, the power bar! I mean, what's the need in one when on *FIFA '98* you just shoot and hope for the best." **Robert Line, Manchester**

ISSUE 202 SEPTEMBER 1998

PAUL DAVIES'S INSANITY LEVEL: 9/10

INSANITY EXAMPLE: Realising he was rubbish at *Tekken 3* after dedicating his life to it pushes Paul ever closer to the edge.

GAME OF THE MONTH: *Tekken 3* (PlayStation)
SHAME OF THE MONTH: *Blasto* (PlayStation)

READERS' MOST WANTED: *Tekken 3* (PlayStation)
CVG'S MOST-PLAYED GAME: *Quake 2* (PC)

BEST HEADLINE: "FLASH (COMBO) AA-AAH!" **Ed Lomas, *Pocket Fighter***

TOLD YOU SO: "...there's no way this will be anything less than fantastic." ***TOCA 2 Touring Cars***

HOTTEST RUMOUR: Silicon Dreams working on four Dreamcast games, including two football titles.

CVG SECRET: The little bit of Japanese text accidentally left on the *G-Darius* logo translates as "arse".

ON THE COVER: The luscious Lara Croft holding the CVG logo aloft. It turned out to be hugely popular with the majority of readers, while others berated us for "crudeness"!? Plus the legendary racer *F-Zero X* makes a welcome appearance.

BEST REVIEW QUOTE: "...while the World Cup mode may feature all the correct teams and plays the games on the correct dates, all the times and locations are wrong." **Alex Huhtala, Game Boy *World Cup '98***

BEST MAILBAG QUOTE: "Dear Paul, I am your biggest fan and I love your section on game reviews. Why is there never a picture of you?" **Gary**

ISSUE 203 OCTOBER 1998

PAUL DAVIES'S INSANITY LEVEL: 8/10

INSANITY EXAMPLE: Subscriptions page – "Subscribe now or we'll reveal your true identity to the moon donkeys... 'Frrp Commander. We've located another Frrrp' ... Moon Donkeys Get Mad."

GAME OF THE MONTH: *ISS Pro '98* (PlayStation)
SHAME OF THE MONTH: *Virtual Chess* (Nintendo 64)

READERS MOST WANTED: *Final Fantasy VIII* (PlayStation)
CVG'S MOST-PLAYED GAME: *ISS Pro '98* (PlayStation)

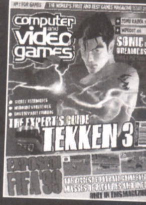
BEST HEADLINE: "CAN YOU SMELL WHAT ZAROK IS COOKING?" **Alex Huhtala, *MediEvil***

TOLD YOU SO: "... everyone could be in for a big disappointment." ***Formula 1 '98*** "It's the best *Ridge Racer* yet!" ***Ridge Racer 4***

HOTTEST RUMOUR: Core Design working on a *Fighting Force*-style game.

CVG SECRET: "... everyone could be in for a big disappointment." ***Formula 1 '98*** "It's the best *Ridge Racer* yet!" ***Ridge Racer 4*** "Looks like being great PlayStation fodder for the masses." ***Apocalypse***

ON THE COVER: Paul's alter ego, Jin Kazama from *Tekken 3*, with lightning bolts crackling out of his Iron Fist. Plus an exclusive on *Fifa '99*.



BEST REVIEW QUOTE: "...jump a few obstacles, smack the enemies, get key, open door, move on. Dull." **Paul Davies, *Ninja***

BEST MAILBAG QUOTE: "What is the flippin' world coming to when you can't play *Time Crisis 2* on holiday without your Dad embarrassing you by getting further than you and getting to True Ogre on *Tekken 3* in one credit!?!?!" **Mark Oakes, Wigan**

ISSUE 204 NOVEMBER 1998

PAUL DAVIES'S INSANITY LEVEL: 9/10

INSANITY EXAMPLE: See the *Parasite Eve* review quote below. Also, Paul played *Bust-A-Groove* all month and got a massive crush on Shorty.

GAME OF THE MONTH: *Time Crisis: Platinum* (PlayStation)
SHAME OF THE MONTH: *The Fifth Element* (PlayStation)

READERS MOST WANTED: Dreamcast (Sega)
CVG'S MOST-PLAYED GAME: *NiGHTS* (Saturn)

BEST HEADLINE: "IN OUR NEXT PERIODDICAL..." **Ed Lomas, *Abe's Exoddus***

TOLD YOU SO: "...may turn out to be a bit of a party hit!" ***Pen Pen Trilcelon***

HOTTEST RUMOUR: *Gran Turismo 3* to be a PlayStation 2 launch game.

CVG SECRET: The "Alex Under Cover" things were in Gizmo Palace because we bought them for Alex Huhtala as a birthday present and he liked them so much. Exciting, huh?

ON THE COVER: A rendered footballer hitting home a goal. He looks a bit like little Liverpool and England star Michael Owen.



BEST REVIEW QUOTE: "... *Parasite Eve* falls somewhere between *Resident Evil 2* and Final *Fantasy VII*, but never touches the genius behind either of those games. Aya is pretty though." **Paul Davies, *Parasite Eve***

BEST MAILBAG QUOTE: "Just watch your backs, cos your parents might be invaders who want to ruin your lives." **Joseph Kelly, Warrington**

ISSUE 205 DECEMBER 1998

PAUL DAVIES'S INSANITY LEVEL: 10/10

INSANITY EXAMPLE: Hoovering the walls of his house. Is that mad enough?

GAME OF THE MONTH: *TOCA 2 Touring Cars* (PlayStation)
SHAME OF THE MONTH: *NASCAR '99* (PlayStation)

READERS MOST WANTED: Dreamcast (Sega)
CVG'S MOST-PLAYED GAME: *ISS Pro '98*

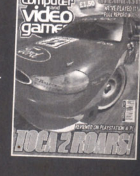
BEST HEADLINE: "I'VE GOT A BRAND NEW BODY HARVESTER" **Ed Lomas, *Body Harvest***

TOLD YOU SO: We told you lots of things that will prove to be true with time...

HOTTEST RUMOUR: The next *Tomb Raider* game will be a PlayStation 2 exclusive.

CVG SECRET: Two of the Melting Pot ideas were made up by Alex. One was the Premier Passions game, and the other was Changing Rooms, sent in by "Daphne Montague" – a feminine version of Abdul's name.

ON THE COVER: A Ford Mondeo from the awesome *TOCA 2 Touring Cars* racing through the countryside. Plus a little blurb about our extensive playtesting of Dreamcast games on Dreamcast.



BEST REVIEW QUOTE: "...anyone can piece together a tune in 30 minutes to rival even the mighty 2 Unlimited." **Ed Lomas, *Music***

BEST MAILBAG QUOTE: "Why can't you make your magazine more expensive, but get free things?" **Dan Muns, via e-mail**

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**2**	**TENCHU**	**ACTIVISION**
2	NE	APOCALYPSE	ACTIVISION
3	1	FORMULA ONE '98	PSYGNOSIS
4	NE	MICHAEL OWEN'S WLS '99	EIDOS
5	3	TEKKEN 3	SONY
6	4	SPYRO THE DRAGON	SONY
7	NE	COLONY WARS: VENGEANCE	PSYGNOSIS
8	7	COLIN McRAE RALLY	CODEMASTERS
9	NE	BREATH OF FIRE 3	INFOGRAMES
10	6	ISS PRO '98	KONAMI

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**GRAND THEFT AUTO**	**TAKE 2**
2	NE	TIME CRISIS	SONY
3	NE	HERCULES	SONY
4	3	TOCA TOURING CAR	CODEMASTERS
5	1	RESIDENT EVIL	VIRGIN
6	NE	MICKEY'S MAGICAL ADVENTURE	SONY
7	6	TOMB RAIDER	EIDOS
8	7	COMMAND AND CONQUER	VIRGIN
9	5	ODDWORLD: ABE'S ODDYSSEY	GT
10	9	V-RALLY	OCEAN

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**F-ZERO X**	**THE GAMES**
2	1	1080° SNOWBOARDING	THE GAMES
3	2	F1 WORLD GRAND PRIX	THE GAMES
4	3	MISSION IMPOSSIBLE	INFOGRAMES
5	4	WWF: WARZONE	ACCLAIM
6	6	BANJO KAZOOIE	THE GAMES
7	NE	BODY HARVEST	GREMLIN
8	NE	SPACE STATION SILICON VALLEY	TAKE 2
9	5	ISS '98	KONAMI
10	10	GOLDENEYE	THE GAMES

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**AGE OF EMPIRES**	**MICROSOFT**
2	NE	LULA: VIRTUAL BABE	TAKE 2
3	NE	VIRTUAL SPRINGFIELD	FOX INTERACTIVE
4	NE	SiN	ACTIVISION
5	NE	COMBAT FLIGHT SIMULATOR	MICROSOFT
6	1	CANNON FODDER: SOLD OUT	SOLD OUT
7	4	STAR WARS: BEHIND THE MAGIC	LUCASARTS
8	NE	GRIM FANDANGO	LUCASARTS
9	NE	CARMAGEDDON 2	SCi
10	2	CAESAR 3	CENDANT

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	STREET FIGHTER ALPHA 2	VIRGIN
2	NiGHTS	SEGA
3	VIRTUA FIGHTER 2	SEGA
4	SONIC JAM	SEGA
5	SHINING WISDOM	SEGA

SATURN IMPORT TOP 5

1	SONIC ADVENTURE	SEGA
2	VIRTUA FIGHTER 3tb	SEGA
3	PEN PEN TRIICELON	GEN. ENT.
4	GODZILLA	SEGA
5	JULY	SEGA

PLAYSTATION U.K. TOP 5

1	TOMB RAIDER 3	EIDOS
2	TOCA 2: TOURING CARS	CODEMASTERS
3	ISS PRO '98	KONAMI
4	CRASH BANDICOOT 3	SONY
5	ABE'S EXODDUS	GT

PLAYSTATION IMPORT TOP 5

1	BLOODY ROAR 2	HUDSONSOFT
2	RIDGE RACER TYPE 4	NAMCO
3	STREET FIGHTER ZERO 3	CAPCOM
4	HARD EDGE	
5	DANCE! DANCE! DANCE!	KONAMI

PC TOP 5

1	SiN	ACTIVISION
2	HALF LIFE	CENDANT
3	GRIM FANDANGO	LUCASARTS
4	RAINBOW SIX	TAKE 2
5	CARMAGEDDON 2	SCi

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	TUROK 2	ACCLAIM
3	F-ZERO X	THE GAMES
4	XG2	ACCLAIM
5	BUCK BUMBLE	UBI SOFT

NINTENDO 64 IMPORT TOP 3

1	MARIO PARTY	NINTENDO
2	MOTHER 3	HALKEN
3	TETRIS 64	NINTENDO

GAME BOY TOP 3

1	ZELDA: A LINK TO THE PAST	THE GAMES
2	COLOUR GAMEBOY	THE GAMES
3	CAMERA AND PRINTER	THE GAMES

ARCADE TOP 5

1	VIRTUA FIGHTER 3tb	AM 2
2	STREET FIGHTER ALPHA 3	CAPCOM
3	SPIKEOUT	AM2
4	FIGHTING LAYER	AMCO/ARIKA
5	GET BASS	AM1

JAPANESE MULTI-FORMAT SALES TOP 10

1	**RPG 6**	**KOEI**
2	PIA LOVES CARROTS (?)	SAT
3	DRAGON QUEST MONSTERS	GB
4	BEATMANIA	PS
5	GUNDAM	PS
6	POCKET MONSTER PIKACHU	GB
7	STREET GORGEOUS KING	PS
8	METAL GEAR SOLID	PS
9	PILOT	PS
10	MASK RIDER	PS

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	ISS PRO '98	PLAYSTATION
2	QUAKE 2	PC CD-ROM
3	POKÉMON	GAMEBOY
4	ZELDA 64	N64
5	MUSIC	PLAYSTATION

GUESS WHERE THE TURKEY IS.



YOU LOOKIN' AT ME?

AMERICAN MULTI-FORMAT SALES TOP 10

1	**TENCHU**	**PLAYSTATION**
2	NHL '99	PLAYSTATION
3	NFL BLITZ	PLAYSTATION
4	MADDEN '99	PLAYSTATION
5	PARASITE EVE	PLAYSTATION
6	NHL '99	NINTENDO 64
7	MADDEN '99	NINTENDO 64
8	TALES OF DESTINY	PLAYSTATION
9	POKÉMON RED	GAMEBOY
10	POKÉMON BLUE	GAMEBOY

CVG'S TOP 15 OUTSTANDING VIDEO GAME SONGS

1. Dreams Dreams	NiGHTS
2. Sonic Warrior	Sonic CD
3. Theme song (party version)	Night Trap
4. Cosmic Eternity	Sonic CD
5. Title song by Mr Big singer	Daytona USA: CE
6. Something There (By Chage and Aska)	Street Fighter: The Movie
7. War (Has Never Been So Much Fun)	Cannon Fodder
8. We Are Burning Rangers	Burning Rangers
9. Party Time (By MC King Kong Mushi)	Parappa The Rapper
10. Biggedy-Buck Bumble speed garage rap	Buck Bumble
11. Title song	Cruis'n USA
12. Shorty's Song	Bust-A-Groove
13. Born To Be Wild (Lounge bar version)	Quest For Fame
14. Terrible Muffled Yank Soft Rock Cack	Nascar 98
15. Jon Hare's credits song	Sensible Soccer '98

TIPS

THE LEGEND OF LOMAS

Merry Christmas, one and all – even you, Tiny Tom! But please, while you're playing away at your shiny new video games in your warm house, spare a thought for those less fortunate than you. Such as people stuck on their shiny new video games! So please, if you have any good tips send them in. Every little helps! Jingle all the way!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

You can also send any tips or guides to this e-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Bubba & Stix* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

COOL BOARDERS 3

These cheat codes should be entered as your name when you play Tournament mode:

wonitall	Access all the tracks
open_em	Access all the riders
bigheads	Give everyone big heads

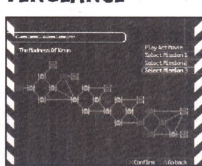


S.C.A.R.S.

Here's a bunch of passwords which will let you play the game just the way you want. Enter them as you would any other password.

GLASSX	Crystal Grand Prix
ROCKYY	Crystal and Diamond Grand Prix
ZDPEAK	All the Grand Prix
DESERT	Crystal Grand Prix and Scorpion car
RATTLE	Crystal and Diamond Grand Prix, plus Scorpion and Cobra cars
XPERTS	All the Grand Prix and Mirror Mode
RUNNER	All the Grand Prix, Mirror Mode and Guepard car
MYSTER	All the Grand Prix, Mirror Mode and Panthere car
ALLVID	All the Grand Prix, Mirror Mode and all cars

COLONY WARS: VENGEANCE



On the password screen, enter the code **"Blizzard"** to get a level select, access to all the ships, loadsamoney, infinite secondary weapons and more!

SPICE WORLD

To get big Spice Girls, go to the select screen (the one where you



walk around the globe) and hold **Start** then press **Circle, Square, Circle, Square.**

To make the girls dance around their handbags instead of in a straight line as usual in the TV studio, go to the globe screen, hold **Start** and press **Square, Triangle, Circle, Triangle**. Now watch your act for that true Essex-night-out feeling.

To get some hidden messages from the Spice Girls, go to the globe screen, hold **Start** and press **Circle, Triangle, Triangle, Circle**. You should be told that the cheat has worked. Now hold **Start + Select** and press either **Circle, Triangle** or **Square** four times to get a message.

To access an alternate title screen with the virtual girls sitting on chairs (in the nude!) go to the globe screen, hold **Start** and press **Circle, Triangle, Triangle, Circle**. Now press **L1+L2+R1+R2+Select+Start** all at the same time and the game should reset to the new title screen.

B-MOVIE

On the developer screen at the start of the game, press these key combinations for exciting cheats!

To get a level select, press **L1, R1, L2, R2, Triangle, Cross, Circle, Square, Square, Circle, Cross, Triangle**.

To get access to all the ships with all the weapons, press **L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up**.

NINTENDO 64

F-ZERO X

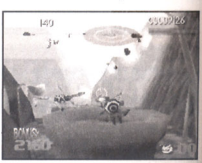


To get access to all the ships, tracks and difficulty settings, go to the **Mode Select** screen and press **L, Z, R, C-Up, C-Down, C-Left, C-Right, then Start**. You should hear a noise if you've done it properly, then everything should be available.

BUCK BUMBLE

To choose your level, go to the title screen when the "Right about now it's time to rock with the biggedy-Buck BUMBLE!" song starts, hold the **Z Trigger** and press **Right, Down, Down, Right**, then release the **Z Trigger**. Now press **Right, Up, Down, Left, Left, Up, Right, Right**. You should now be able to play on any level in the game.

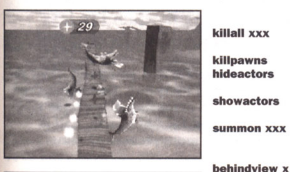
For all the weapons, go to the title screen as before and press **Left, Right, Up, Down**, then hold the **Z Trigger** and press **Right, Right, Left, Left**. Now, while playing press both the **L+R** Shoulder buttons and the **A+B** buttons all at the same time to give yourself all the weapons. You can do this whenever you want.

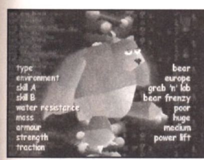




SPACE STATION SILICON VALLEY

To see slightly different startup screens, hold the **A** or **B** button when you turn your Nintendo 64 on. Each button will make the little DMA dude do something different.





PC CD-ROM

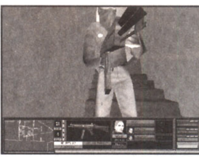
KLINGON HONOUR GUARD

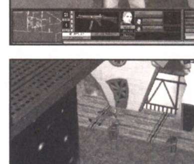
To use these cheat codes, press the Tab key while playing then type one of these:

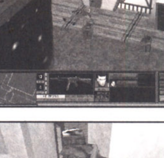
fly	Fly mode
god	God mode
ghost	Walk through walls
walk	Turns off ghost and fly modes
allammo	Max ammunition
open xxx	Replace xxx with a map name to skip there
killall xxx	Replace xxx with a monster name
killpawns	Kill all monsters
hideactors	Hide all enemies, weapons and items
showactors	Brings the hidden stuff back
summon xxx	Replace xxx with enemy, weapon or item name
behindview x	Replace x with 1 for external view, 0 for normal
invisible x	Replace x with 1 for invisibility, 0 for normal
slomo x	Replace x with a number to set game speed (1 is normal)
playersonly	Turn off timer
suicide	Lets you play in the nude (this is a lie)

TOM CLANCY'S RAINBOW SIX

To use these cheat codes, press the " key while playing, then type in whatever you want to use.









avatargod	Invincible player
teamgod	Invincible team
bignoggin	Big head mode
meganoggin	Enormous head mode
clodhopper	Big hands and feet
stumpy	Deformed characters
turnpunchkick	Flat characters (like Parappa!)
explore	Turn off level objectives
nobrainer	Turn off enemy AI
5fingerdiscount	Top up ammo
1-900	Heavy breathing!
silentbutdeadly	For comedy effect...

If you use the code "**debugkeys**" then press **Enter** followed by **F10**, you can use these debug mode keys as well:

F12	Skip level
F7	Kill yourself
F6	Change view
Comma, Full Stop and Backslash	Change elevation

ARCADE

DAYTONA USA 2

To access Mirror Mode, simply hold the **Start** button while selecting your race circuit. Okay, so it's not particularly difficult but some people might not have figured it out yet.

HARLEY DAVIDSON: L.A. RIDERS

To get a festive hidden music track, go to the bike select screen and hold the foot brake. Now select your transmission with the **Start** button and keep both of these held until the game begins. Now cycle through the various music tracks and you should find "Jingle Bells" on the end.

GLOVER

To enter these cheats, pause the game at any time and press in the sequence of your choice on the yellow C-Buttons.

INFINITE LIVES
C-Up, C-Up, C-Up, C-Up, C-Up, C-Right, C-Down, C-Right

INFINITE ENERGY
C-Right, C-Right, C-Down, C-Right, C-Right, C-Right, C-Up, C-Left

ALL CHEATS OFF
C-Down, C-Down, C-Down, C-Down, C-Down, C-Down, C-Down, C-Down

OPEN PORTALS
C-Up, C-Right, C-Right, C-Down, C-Left, C-Down, C-Up, C-Right

LOCATE GARIBS
C-Left, C-Up, C-Right, C-Down, C-Left, C-Up, C-Left, C-Left

POWERBALL
C-Up, C-Down, C-Up, C-Down, C-Up, C-Down, C-Left, C-Up

CONTROL BALL
C-Left, C-Right, C-Left, C-Right, C-Up, C-Down, C-Right, C-Right

ENEMY BALL
C-Left, C-Down, C-Up, C-Right, C-Left, C-Left, C-Down, C-Down

LOW GRAVITY
C-Left, C-Left, C-Up, C-Left, C-Right, C-Up, C-Up, C-Up

BIG BALL
C-Down, C-Down, C-Up, C-Down, C-Down, C-Left, C-Right, C-Down

FISH EYE
C-Left, C-Right, C-Left, C-Right, C-Left, C-Right, C-Left, C-Right

CAMERA ROTATE R
C-Left, C-Right, C-Up, C-Up, C-Down, C-Right, C-Down, C-Right

CAMERA ROTATE L
C-Right, C-Down, C-Right, C-Down, C-Up, C-Up, C-Right, C-Left

MAD GARIBS
C-Down, C-Right, C-Down, C-Up, C-Left, C-Down, C-Left, C-Up

FROG SPELL
C-Down, C-Left, C-Down, C-Down, C-Left, C-Down, C-Up, C-Left

HERCULES
C-Down, C-Down, C-Down, C-Left, C-Left, C-Down, C-Right, C-Left

SPEEDUP
C-Left, C-Left, C-Right, C-Up, C-Right, C-Left, C-Down, C-Down

BOOMERANG BALL
C-Right, C-Up, C-Up, C-Up, C-Up, C-Left, C-Left, C-Down

FROGGY
C-Up, C-Right, C-Down, C-Right, C-Up, C-Left, C-Left, C-Up



Remember, a Glover is not just for Christmas...

... it's for life! Glovely Jubbly. Finger lickin' good.

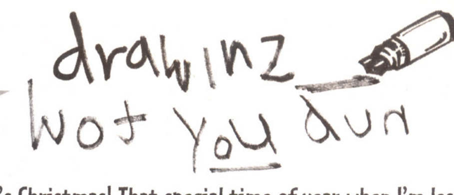


On the first day of Xmas, my true glove...



...sent to me, a big pack of Mar-i-golds. Rah!



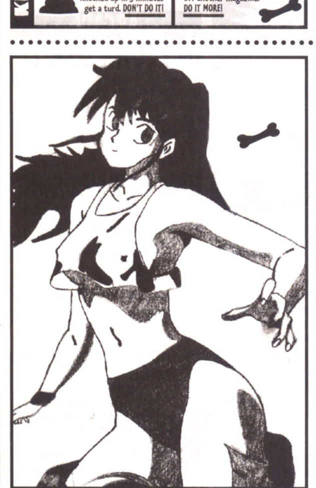


Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

KEY	
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

It's Christmas! That special time of year when I'm less likely to dump on your drawings. Enjoy it while it lasts!

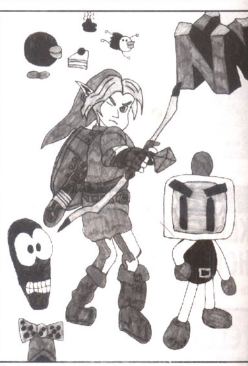
Christmas is great! People give you presents, and you don't have to give them anything in return – well, I don't anyway. That's because I'm a dog, and dogs don't give presents. But sometimes dogs get given away as presents. If you've been given a dog for Christmas, call it Hunter – as long as it's a he-dog. Then send me a picture of him.



A strangely shaped woman from the world of Manga, sent in by Bobson. Good effort, Bob.



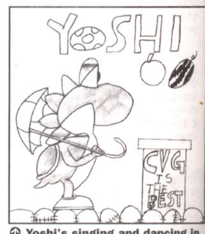
Steven Adams shows creative talent by designing a poster for *Resident Evil 2*.



Steven Handley's great pic of Nintendo favourites *Zelda* and *Bomberman*.



Bomberman finds himself cornered in Matthew Layzell's drawin'. But what happened next, Matt?



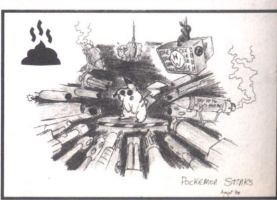
Yoshi's singing and dancing in the rain. Thanks, Paul Threlfall.



A bit too straightforward – and you forgot to write your name. A well-earned turd for you.



This is a bit extreme, Christian Baker. All you have to do is subscribe!



The Emperor lets us peek into his violent fantasy – and shows us that he can't spell.

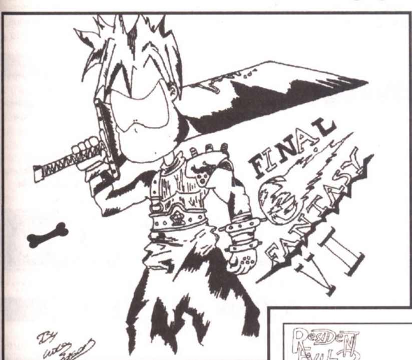


Complete and utter craziness from Daniel Kilfoyle – not that we mind a bit of craziness. But it's a bit difficult to see what's going on.

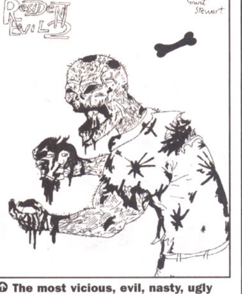


I like montages – which is why you don't get a turd, Mac & John.

Ben Hartley's drawin' shows me in a bit of a 'road rage' mood. Well, what would you do if someone cut you up like that?

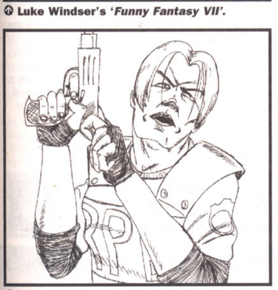


Luke Windser's *'Funny Fantasy VII'*.

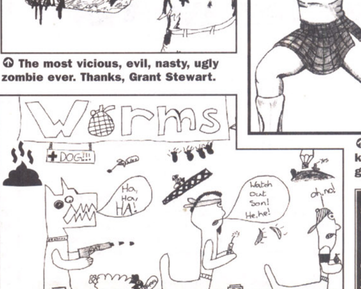


The most vicious, evil, nasty, ugly zombie ever. Thanks, Grant Stewart.

T Reed's awesome idea for a kind of 'bitch-off' between the girls from the top fight games!



Alex Copley's *Res Evil* obsession continues.



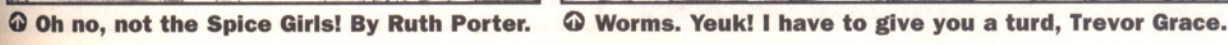


Send 'em in to:

drawinz wot you dun

CVG, Emap Active,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.



Oh no, not the Spice Girls! By Ruth Porter.

Worms. Yeuk! I have to give you a turd, Trevor Grace.

drawinz wot you dun

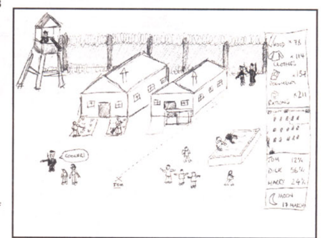


Melting Pot Melting Pot ra ra ra, Melting Pot Melting Pot ra ra ra, Melting Pot... RA! It's time for another monthly dose of the games you'd like to see made real. The more bizarre the better. This is a 'No *Resident Evil 3* and *Tekken 4*' zone! We don't want ideas for sequels here, we want honest to goodness real ideas from the grey thing in your head called a 'brain'. If you have a sudden flash of inspiration, jot it down but keep it short, and draw a screenshot of the game too. Then mail it to Melting Pot, and if it's good enough, it could grace these pages in a future issue. Now go get thinking!

THE GREAT ESCAPE

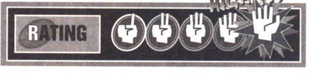
© Scott Steed, Huddersfield, 1998

You are the commander of allied POWs, and must plan the escape of 250 prisoners from the concentration camp – a camp with the best security measures in the whole of Germany... all the bad eggs in one basket. Using your cunning and man-management skills you must deploy men to out-fox sentries, remove barbed wire, procure goods, steal clothes, find important travel documents and forge money. You must also supervise the construction of tunnels. This includes removing wood from buildings and disposing of the dug-up soil. You can sneak people out of the camp at any time, and can get prisoners to take surveys of the area outside the camp before being recaptured. As in *Commandos*, you must observe guards and their patrol patterns for your escape. Once the tunnels are complete, you can wait for night to get more people out. Once they have escaped the camp, you must get them to transportation. There are numerous forms available. Any prisoners that are captured or shot trying to escape are returned to the camp. And you must try again.



The game finishes once 250 men have successfully escaped, but it's a lot harder than it sounds.

CVG: This would be brilliant! Everyone loves this film, and a game based on it – especially a strategy game – would be incredible. We want to play it now!



MULTI-SOCCER

© Jesper Marksell, Damage Incorporated, Helsingborg, Sweden, 1998

Soccer games will never achieve perfection unless you eliminate one problem: computer-controlled players. That's why I have come up with an online soccer game where every single player on the field would be controlled by human players.

Everybody would control their own player – maybe with the exception of the goalkeeper, because you would blame him when the other team scores.

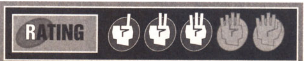
If the game is a hit and a lot of people are playing it, then you could start a league with different divisions.

If you are a top forward in one of the the teams in the league, a manager, who is controlled by a human, might contact you and offer you a contract for his team. The manager isn't just buying another player – he's buying you!

You can't score any cheesy goals or beat the opposition with 10-1 every time, since the other team is controlled by real people. As you know, team-work is the key to success.

Another cool feature is Live Crowd™. This allows you to attend an ongoing game. The cool thing is that if you take a look at the crowd during a game, the number of people in the crowd would depend on how many people are using Live Crowd™.

CVG: Soccer? You mean football right? This is probably what everyone playing or working on a current football title wishes for in the future. In the meantime, get a ball, jumpers for goalposts, and go play Multi-Soccer with your friends now.



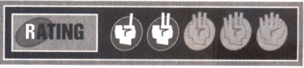
PARTY OF A LIFETIME



© Alexis Tallerwaller, Richmond, 1998

You play Ainsley Harriot, and must spring surprise parties on people. Hire people who you think can help you like clowns, cooks, decorators and assign these people tasks from a menu of selections. You must also employ cameramen and assign them to certain people, following them around in a fly-on-the-wall style. You must also position people to stop the person the party is for from finding out. You must also perform to the camera, and come up with witty phrases, often referring to yourself in the third person like "Does Ainsley know how to throw a party, or does Ainsley know how to throw a party?" or "Mmm... tastes good, Ainsley likes." Once the party is finished you must edit together all the clips to make a show, and try to make it appear that you actually made the party happen, and played an important part rather than just fronted a mockery of a show and displayed no talent for 30 minutes whatsoever.

CVG: This isn't much of a game more a personal attack of TV cook Ainsley. He is annoying though isn't he? How about a new show for him to star in Ready, Steady, Aim, Fire!



FATHER KICK-ASS!

© Vincent Jackson, Glamorgan, 1998

December 24th, 8pm. Evil has taken charge of the North Pole, and Father Christmas's workshop has been wrestled away from his tyrannical grip by naughty elves and zombies. They've taken Mrs Christmas, Rudolph and the other reindeer hostage, and are demanding all the world's presents for their return. You are Father Christmas, and you're a bit peeved. Not only is it the biggest day of your calender, but you've got extra work to do this year. This is a first person shoot-'em-up, so find weapons, kill the naughty elves and save Christmas.

CVG: This is funny, and the only seasonal game we've received in time for our Christmas issue. Thanks Vincent. Merry Christmas one and all!



MELTING SHORTS

We honour the brave readers whose Melting Pot ideas never made it.

Scott McDonald from West Lothian wrote in with an idea for a game set in one of the world's most mysterious places. "**Burmuda Base** is creepy, violent, and has guts!" he says. **Lawrence Mullock** wants to make a game called **WF Management**, where you get to create a manager who arranges fights for wrestlers. **William Pilling** had a similar game idea – **Tekken Manager** would be a cross between *Tekken* and *Premier Manager* games. On the subject of *Tekken*, **World Footy Fighters** is a fighting game idea, sent in by **Quays Shah**, where you get to be a famous player, say Ronaldo, and slug it out with, say, Michael Owen... only slightly less inventive than Tekken Manager, though he does spice it up with sexy pictures of Ling Xiaoyu. **Oyvind Schei from Norway** has come with a slight variation on the *Tomb*

FAST FOOD FRENZY

© Alan Fielding, London, 1998.

You play the role of a business tycoon who wants to open a series of restaurants in a big city. You can control a curry, kebab, oriental, pizza or McDonald's style restaurant. To start your business, you need to rent or buy buildings, arrange kitchens, seating places and counters, even a salad bar.

Once you have sorted these, you hire staff in the same way you do in *Theme Hospital*.

Each member of staff has a special move. The chef can throw knives, and delivery boys can throw pizzas frizby-style. With these special moves, you can try and take over other restaurants, or prevent being taken over by others.

You have also got to sell food that the opponent doesn't have. To get new foods, hire researchers to visit other restaurants and find out what they haven't got. If you start losing money, you can buy popular nightclubs or shopping malls – which you could put your restaurant in for free.

If you get enough money, you can give it to charity! If you own nightclubs, you can extend it by adding things like laser quest arenas and open it during the day for kids. All this, and you can join in with the battles and laser quest games. Plus, you could cook and invent other foods that the researchers have never thought of, like rabbit burger!

So at the end, it isn't really a game where you build up a fast food company, but more like one where you buy everything, rip people off, join in with games, make food and don't go bankrupt game!

CVG: What starts as a simple management game, suddenly turns into megalomania. We think you got tired of writing Alan, and scribbled down all your remaining ideas as quickly as possible!



YOMEGA CHALLENGE

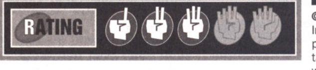
© Chris Humphreys, Manchester, 1998.

This is my great idea for a game. It all takes place at the "X Brain Yo-Yo Championship" in Japan. There are five characters in the game, and two secret ones. The first five are Stall, an 11-year-old boy; X, a yo-yo master who's out to prove himself against Yomega, the main character; CB, which stands for come-back and is English for yo-yo, is an 11-year-old boy and a friend of Stall. Then there's Knot, a girl player. The secret ones are Clutch and Axel.

The modes are Options, Design – which is where you can make your own yo-yo and put in your name, and you can make your own tricks with the on screen diagrams. In the X Brain Championship, you have to complete eight rounds of time and trickery.

Then you go on to the final and best bit, the Master Yo mode. The idea is to do as many different tricks in one minute! Oh yeah, a Practice mode should help as well.

CVG: This is fun. The first few levels of the X Brain Championship could work like* Bust-A-Groove *with all moves displayed on screen. But later levels could be more difficult and require you to do more freestyle tricks.



MURDEROUS MANAGER 2000

© Joseph and Jodie Harold, 1998.

This is a football manager game – with a difference. If you put in an offer for a player, and they reject it, you can either kill the player yourself or pay someone else to kill them for you.

If you pay someone to kill them, you have less of a chance of being caught by the police or being killed by a gang. And you could arrange for a family member to be held for ransom. You'd have to keep it as secret as possible to earn more money.

Before a match, you could kill a member of the other team, or the manager. But beware, if the opposing team find out, they could kill you, your whole team, or burn your house down!

You must kill a certain amount of people to complete the game. This game would have an 18 certificate. By the way, do you like Mars bars? We do.

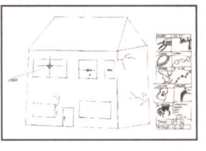
CVG: Is this a football or gangster game? This game would probably be banned. And anyway, flawed game logic means there will be no players left alive after a few months. What you gonna do when that happens?



DEFENCE IS THE BEST OFFENCE

© E.M. Games, London, 1998.

In this game, you hide a golden vase in a building and protect it from enemies. In order to do this, you set up security systems, locks, guards etc. The first level will be one where you will need to hide a vase in the house, and thieves will attack. Locks can be picked, and dogs can be sedated. Therefore, it's important to select the correct defence.

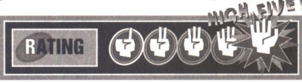


Later levels will have you hiding the vase in banks, mansions, castles and other places. The enemies will range from thieves to trained armies. Secret stages can be earned.

An entire palace can be protected by a string of cans if placed correctly or you can swamp the place with armed guards. The less you use, the higher you rank at the end of the level. You can watch the enemies attacking in 3D, and change camera angles.

Enemies are defeated by being killed, captured, heard, forced to flee or by being able to find the vase. You can play as the enemies in a secret mode. A two-player mode will also be included, so you can play against each other.

CVG: This is a great idea, but can you control any of the action once the thieves are in the building, or do you have to sit back and watch them plunder?



GIRL POWER

© K. Howlett, Chatteris, Cambridgeshire, 1998.

In my game, you get to choose a town or city to go shopping in. Then you have a certain amount of time collect certain clothes from shops for the Spice Girls, so they can wear them at their concerts. If you make it in the time given, you get a free backstage pass and tickets to their concerts. If you don't manage to do the shopping in time, you get fired and get turned into a slave.

You can get bonus points for collecting money. If you complete all your tasks, you get to stay with the Spice Girls in their Spice Bus. Also, you get a part in their future film, *Spice World 2*. But watch out for photographers and journalists who are out to make the Spice Girls miserable.

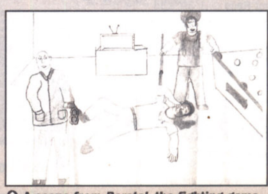
CVG: This is better than the real Spice Girls game, and almost all girls love to go shopping for clothes. If only you'd sent it in earlier, we may have been able to prevent the appaling Spice World game.



Raider and *Resident Evil* themes, but his central character would be a detective. It's in the early stages of development, so doesn't have a name for it. **Michael Summerell from Bristol** admits that his game idea – which is another one without a name – is based on the *Alien* films. He also admits that there are other games based on the films, but the difference with his game is that it would be Dreamcast! **Evil Combat** is **Michael Roberts**'s effort, and it's based on the *Mortal Kombat* games. His game would incorporate *Resident Evil* backgrounds and would reveal an all-new, never-seen-before, as-yet secret character... can wait. **Adam Titcomb from Rickmansworth** has a great idea for a game where PaRappa gets kidnapped by aliens. Awesome! In **Duncan Gorst**'s **Minesweeper Mansion**, you play a boy called Red Fox, who collects coins from a mansion while fighting a giant dragon called Racopod. **Robert Claves**'s game, **Techno Wars**, would see you recruiting soldiers, making weapons, and "basically thrashing the Nazis out of sight!" **Paul Holland**'s idea for a fighting game is called **Borstal**. Need we say more? And finally, **Work to Win** was sent in by **Graeme Lee**. In this **Pocket Fighter**-style game, you get to fight in big gangs against evil and nasty bullies.



***Work to Win*, with Hunter the pocket hero.**



A scene from *Borstal*, the fighting game.

FREEPLAY HIGH SCORES

Over the Christmas break, we demand you play the latest games non-stop until you're absolutely unbeatable, then rack up an enormously high score and send it to us at the address below. Not only will you get your score in the magazine complete with your three-digit arcade (TAG) name, but you'll also get more respect than you could ever dream of! Ariba!

Stop sending us memory cards, fools!

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

GRAN TURISMO (PS)

HIGH SPEED RING
Best Lap 40"998
Alex Kearney, Oldham
Best Race 1'29"128
Alex Kearney, Oldham

HIGH SPEED RING 2
Best Lap 42"613
Alex Kearney, Oldham
Best Race 1'31"339
Alex Kearney, Oldham

AUTUMN RING MINI
Best Lap 25"960
Alex Kearney, Oldham
Best Race 54"461
Alex Kearney, Oldham

AUTUMN RING MINI 2
Best Lap 25"541
Alex Kearney, Oldham
Best Race 55"412
Alex Kearney, Oldham

TRIAL MOUNTAIN
Best Lap 1'00"118
Alex Kearney, Oldham
Best Race 2'03"139
Alex Kearney, Oldham

TRIAL MOUNTAIN 2
Best Lap 1'05"524
Alex Kearney, Oldham
Best Race 1'59"283
Alex Kearney, Oldham

GRAND VALLEY EAST
Best Lap 44"968
Alex Kearney, Oldham
Best Race 1'39"133
Alex Kearney, Oldham

GRAND VALLEY EAST 2
Best Lap 46"843
Alex Kearney, Oldham
Best Race 1'35"124
Alex Kearney, Oldham

POINT BLANK (PLAYSTATION)

Special Mode
227,081
Matthew Pilling (MAF), Merseyside

Arcade Mode
215,788
Matthew Pilling (MAF), Merseyside

TEKKEN 3 (PLAYSTATION)

TIME ATTACK
1'11"31 (Yoshimitsu)
Martin Marshall (MAZ), Cardiff

SURVIVAL MODE
119 Wins (Heihachi)
Ken Pang (KEN), Walsall

TEKKEN FORCE
182670 (Eddy)
Michael Short (MIC), Penshaw

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A)
1.21'27
Mark McEwan, Glasgow

Claire (Scenario B)
1.24'36
Mark McEwan, Glasgow

Claire (Scenario A)
1.26'19
Mark McEwan, Glasgow

Leon (Scenario B)
1.32'55
Mark McEwan, Glasgow

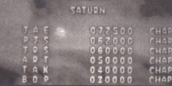
TIME CRISIS (PLAYSTATION)

Story mode
11'01"73
David Tabron (TAB), Bolton

TIME ATTACK
Stage 1 2'33"86
David Tabron (TAB), Bolton
Stage 2 3'23"20
David Tabron (TAB), Bolton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'39"43
M M Chowdhury (MIZ), Sheffield
1-2A-3A-4B 8'26"00
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4B 8'23"16
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4C 8'47"10
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4B 7'32"40
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4C 8'03"86
M M Chowdhury (MIZ), Sheffield
1-2B-4C 5'47"33
M M Chowdhury (MIZ), Sheffield

HOUSE OF THE DEAD (SATURN)



Joss Edwards will house you!

SATURN MODE
72,500
Joss Edwards (JAE), Devon

ARCADE MODE
67,142
Fat Ade (ADE)

BOSS MODE
Chariot 18"66
William Pilling (WIL), Merseyside
Hangedman 1'00"14
Chris J Haig (CJH), Taunton
Hermit 26"88
Chris J Haig (CJH), Taunton
Magician 47"96
Chris J Haig (CJH), Taunton
Fight All 2'46"82
Chris J Haig (CJH), Taunton

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"08
Stuart Garner (PUG), Musselburgh
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'07"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'08"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'17"80
Stuart Garner (PUG), Musselburgh
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'21"68
Stuart Garner (PUG), Musselburgh
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

WINTER HEAT (SATURN)

SPEED SKIING
11.484 seconds
Matthew Pilling (MAF), Merseyside

SKI JUMP
155.09 metres
Kyle Patterson (KRP), Bath

DOWNHILL
32.15 seconds
Kyle Patterson (KRP), Bath

SHORT TRACK SKATING
43.46 seconds
Kyle Patterson (KRP), Bath

SKELETON
49.33 seconds
Kyle Patterson (KRP), Bath

SLALOM
25.22 seconds
Chris and Kyle (KAC), Bath

AERIAL
1514 points
Luigi Coppola (BAT), Bexhill-on-Sea

BOBSLEIGH
41.46 seconds
Kyle Patterson (KRP), Bath

SPEED SKATING
33.35 seconds
Kyle Patterson (KRP), Bath

SNOWBOARD
45.66 seconds
Kyle Patterson (KRP), Bath

CROSS COUNTRY
4.42.26 seconds
Kyle Patterson (KRP), Bath

11 EVENT OVERALL
15339 points
Kyle Patterson (KRP), Bath

ARCADE OVERALL
11344 points
Kyle Patterson (KRP), Bath



Kyle Patterson – hot on *Winter Heat.*

1080° SNOWBOARDING (NINTENDO 64)

HALF PIPE
Best Score 67015
B Morgan (BAD), Luton

AIR MAKE
Best Score 17100
Shannon Matthews (???), Sydney, Australia

CRYSTAL LAKE
Best Time 1'04"71
Shannon Matthews (???), Sydney, Australia
Best Score 24087
Shannon Matthews (???), Sydney, Australia

CRYSTAL PEAK
Best Time 1'33"06
Shannon Matthews (???), Sydney, Australia
Best Score 14534
Shannon Matthews (???), Sydney, Australia

GOLDEN FOREST
Best Time 1'27"18
Shannon Matthews (???), Sydney, Australia
Best Score 11392
Shannon Matthews (???), Sydney, Australia

MOUNTAIN VILLAGE
Best Time 1'37"15
Shannon Matthews (???), Sydney, Australia
Best Score 13239
Shannon Matthews (???), Sydney, Australia

DRAGON CAVE
Best Time 1'36"59
Shannon Matthews (???), Sydney, Australia
Best Score 7350
Shannon Matthews (???), Sydney, Australia

DEADLY FALL
Best Time 1'13"32
Shannon Matthews (???), Sydney, Australia
Best Score 26446
Shannon Matthews (???), Sydney, Australia

CONTEST SCORE
132758
B Morgan (BAD), Luton

YOSHI'S STORY (N64)
Tower Climb 5641
Jan-Erik Spangberg (JES), Sweden

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 12"51
Adam Charlton (AJC), Huntingdon
Best Race 38"01
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 21"30
Adam Charlton (AJC), Huntingdon
Best Race 1'06"45
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 13"26
Adam Charlton (AJC), Huntingdon
Best Race 43"46
Adam Charlton (AJC), Huntingdon

HOT TOP VOLCANO
Best Lap 24"56
Ryan Derham (RJD), Southampton
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 18"55
Robert Creamer (BOB), Stockport
Best Race 1'02"03
Ryan Derham (RJD), Southampton

PIRATE LAGOON
Best Lap 21'80
Robert Creamer (BOB), Stockport
Best Race 1'12"23
Robert Creamer (BOB), Stockport

CRESCENT ISLAND
Best Lap 22"76
Adam Charlton (AJC), Huntingdon
Best Race 1'11"40
Adam Charlton (AJC), Huntingdon

TREASURE CAVES
Best Lap 14"41
Adam Charlton (AJC), Huntingdon
Best Race 46"06
Adam Charlton (AJC), Huntingdon

EVERFROST PEAK
Best Lap 28"35
Ryan Derham (RJD), Southampton
Best Race 1'33"56
Ryan Derham (RJD), Southampton

WALRUS COVE
Best Lap 31"15
Adam Charlton (AJC), Huntingdon
Best Race 1'36"55
Adam Charlton (AJC), Huntingdon

SNOWBALL VALLEY
Best Lap 17"76
Ryan Derham (RJD), Southampton
Best Race 55"45
Ryan Derham (RJD), Southampton

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 29"60
Robert Creamer (BOB), Stockport
Best Race 1'33"05
Robert Creamer (BOB), Stockport

GREENWOOD VILLAGE
Best Lap 26"03
Ryan Derham (RJD), Southampton
Best Race 1'22"01
Ryan Derham (RJD), Southampton

WINDMILL PLAINS
Best Lap 30"90
Adam Charlton (AJC), Huntingdon
Best Race 1'35"01
Adam Charlton (AJC), Huntingdon

HAUNTED WOODS
Best Lap 17"55
Ryan Derham (RJD), Southampton
Best Race 55"63
Ryan Derham (RJD), Southampton

SPACEDUST ALLEY
Best Lap 35"15
Ryan Derham (RJD), Southampton
Best Race 1'48"70
Ryan Derham (RJD), Southampton

DARKMOON CAVERNS
Best Lap 35"96
Adam Charlton (AJC), Huntingdon
Best Race 1'49"71
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 29"80
Ryan Derham (RJD), Southampton
Best Race 1'31"36
Ryan Derham (RJD), Southampton

SPACEPORT ALPHA
Best Lap 30"89
Joseph Dixon (JOE), Birmingham
Best Race 1'47"65
Ryan Derham (RJD), Southampton

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick
17"0
Andrew Densley (ACD), Bath

Princess Slide
15"6
Mark McEwan, Glasgow

Level 13
180 coins
Michael Lai, Liverpool

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 25"95
David Hines (EYE), Doncaster
Best Race 1'21"48
David Hines (EYE), Doncaster

MOO MOO FARM
Best Lap 24"77
David Hines (EYE), Doncaster
Best Race 1'15"85
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"86
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"74
David Hines (EYE), Doncaster
Best Race 1'47"59
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 29"87
David Hines (EYE), Doncaster
Best Race 1'35"04
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster
Best Race 23"97
David Hines (EYE), Doncaster

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 19"93
Greg Ihnatenko (GRE), Stockport

SHERBERT LAND
Best Lap 33"10
David Hines (EYE), Doncaster
Best Race 1'40"67
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 32"59
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"55
David Hines (EYE), Doncaster

DK JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 34"06
Greg Ihnatenko (GRE), Stockport

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"12
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'50"10
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22140
De Schzyuez (NIL), Belgium

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 26468
Greg Ihnatenko (GRE), Stockport

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 31380
James Vincent (JMS), Co. Kildare

PORT BLUE
Best Lap 0'27"419
Greg Ihnatenko (GRE), Stockport
Best Race 1'24"967
Greg Ihnatenko (GRE), Stockport
Stunt Score 42920
De Schzyuez (NIL), Belgium

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 39631
De Schzyuez (NIL), Belgium

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 41990
Greg Ihnatenko (GRE), Stockport

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 35350
James Vincent (JMS), Co. Kildare

RAIDEN FIGHTERS (ARCADE)

101,048,370
Rusevelt Roberts (MILLS), London

HOUSE OF THE DEAD (ARCADE)

77,140 (All scientists saved)
Michael John Laxton (MJL), Manchester

CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

You wait ages for one CVG World – then two come along in two months! It must be Christmas, that's all we can say. So wherever you are surfing this festive season people, have a pleasant one.

FORGIVE ME FATHER

First up this month, we have the best locations for all of you who fancy the look of Activision's awesome new blaster Sin. It's patches and servers galore!

THE SiN POST

This is a cool site. It has loads of pictures and some huge detailed character descriptions as well as the full storyline for you to browse through. Also a full list of the weapons on offer.

http://www.sinpost.com/



RITUAL HOME PAGE

Loads and loads of Sin stuff from the creators of the game. Servers, links to other sites and screen-shots galore. A very extensive site as you would expect.

http://www.ritualistic.com/

ACTIVISION SITE

The official site. News on the game and the characters as well a image section where you can see the ad campaign and even the box artwork.

http://www4.activision.com/games/sin/

SOMEWHERE OVER THE RAINBOW 6

***Rainbow 6* is one of the most atmospheric games around, as our High Five award last month showed. But wait until you sample the multiplayer mode over the net! Cor blimey, guv!**

TACTICAL ADVANTAGE

Loads for the discerning R6 fan. News and links to all of the latest patches, as well as reports from clan battles and a ranking league. Cool.

http://www.robsaunders.com/r6/frame.html

R6 MPLAYER SITE

The Mplayer site is a haven for those wanting to know everything about R6 over the net. You can get all of the clan skins, servers, patches and even tips on how to edit your own level. Awesome.

http://www.mplayer.com/action/rainbow6/



R6 FAN PAGE

A cool fansite which contains a comprehensive list of do's and don'ts when using the editors. Not as nice looking as the Mplayer site, but for another angle on the game, you can't go wrong with this.

http://members.xoom.com/even_more/

MICROSOFT GAMING ZONE

This is a gaming server with a difference. Once you've downloaded all the relevant plug-ins and info, and signed on (be patient, this can take a little while) you can play any number of multiplayer games. These range from the free ones like chess and cribbage to proper full-on deathmatches in games like *Quake 2* and *Rainbow Six*. You have to pay for these servers, but this is usually the only place you can play most of the pay games.

http://www.zone.com

THINGS ARE GETTING HERETIC

Another biggie from Activision, and already it's starting to build up quite a following on the net. Have a browse through some of these locations.

HERETIC II WORLD

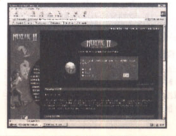
Brought to you from the same people that made us Hexenworld and is a very good starting point for all that's new about *Heretic*. AVIs can be downloaded as well as the demo.

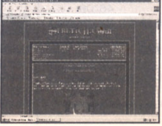
http://www.hereticii.com/

ACTIVISION'S SITE

Activision's site is also comprehensive. Loads of cool pics of the game and well as links to all of the other major sites. Votes on favourite games and history of *Heretic* and *Hexen* games.

http://www.activision.com/games/hereticii/main.asp



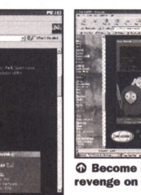


If you're a fan of the *Heretic* or *Hexen* games, it's well worth checking out these web sites.

AWESOME QUAKE 2 MODELS

The *Quake 2* player models page has a huge selection of models to download ranging from Fox McCloud of *Lylat Wars* fame to the Teletubbies! Put it this way, if there is a skin doing the rounds on the net, you'll find out about it here. Games fans should look out for Sonic, Paul Phoenix, Megaman and even the original *Doom* and *Quake* models. Other models of note are Optimus Prime, the SAS dude, Beavis and Butthead (they run around together huh-huh-huhing all over the place), a South Park Kenny_RIM model which even has him necking a can of beer. Supermale has virtually all the superhero skins including He-Man, Running Man, Spiderman, and Batman to name but a few.

http://www.planetquake.com/q2pmp/



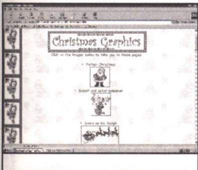
⮉ Become Kenny and exact revenge on those you kill you.

⮈ Choose from a huge selection of skins, which includes famous characters from TV and games.



'TIS THE SEASON TO BE JOLLY

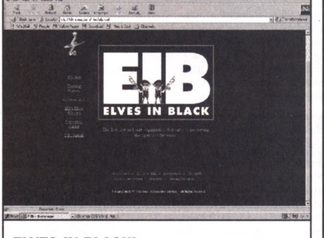
Festive cheer should be greeting all of us by now, and what better way to celebrate Santa and his present-giving than downloading a load of Christmas gifs and silly little programs for your PC.



FENELLA'S CHRISTMAS PAGE

Get a quicktime *Ding Dong Merrily on High* as soon as you boot up the page! Server is very slow though, even on our best PC. Eventually though we got some words and music to all of its the best Christmas songs, some party game ideas and a big selection of images.

http://home8.swipnet.se/~w-84551/xmaspage1.html



ELVES IN BLACK!

Not a lot we can really say about his site really. We think you get the gag, so have a surf around and look out for their most wanted list.

http://christmas.com/html/eib.html

ANIMATED CHRISTMAS PAGE

Download animated Christmas gifs and things for your PCs. Also things like the number one Christmas presents and other links to Christmassy things. Yo-yo's too.

http://www.socool.com/socool/xmasgift.html

JINGLE CATS AND DOGS

Download sound files of cats and dogs singing well known Christmas songs. Not a joke.

http://www.forthnet.gr/astronet/business/jingles/index.htm



⮉ Teach your pet dog or cat how to sing using samples from here.

CHRISTMAS TREE DISPOSAL

A simple three-step guide of how to dispose of your Christmas trees. Please don't blame us if you get in trouble though.



http://www.mindspring.com/~chadallen/tree/tree3.html

JAMBA - CARLTON ONLINE

Carlton TV have launched a new venture on the net, called Jamba. It features interactive games, quizzes and competitions. The games on the site will be linked to the major game shows on TV, and if you fancy surfing the site, or even setting up some inter-office tournaments of your own, head for this address.

http://www.jamba.co.uk

THE LISTINGS

Don't waste time poking around search engines. Here we have a list of the best sites for all aspects of internet video gaming.

CHEAT PAGES

Game-Online – our very own site, has a huge database for you to wade through.
http://www.game-online.com/cfdocs/site/tips/tips.htm

2 Way Cheat Codes – PC cheats page.
http://www.geocities.com/TimesSquare/9448/

Gamefan Online – Enter the game you want in their database and hey presto!
http://www.gamefan.com/gmx/showgames.asp

GameFAQ's – Loads of walkthroughs for the latest and classic games.
http://www.gamefaqs.com/

Gamespot – more PC cheats.
http://www.gamespot.com/hints.html

Game Guides – a spin-off of Gamespot, but covers all consoles.
http://www.gameguides.com/

N64 cheats – a huge cheat site.
http://ign64.ign.com/codes.html

GameSages – possibly the greatest cheat site around.
http://sages.ign.com/

MULTIPLAYER SERVERS

mplayer – possible the biggest collection of servers anywhere.
http://www.mplayer.com/home.html

Game Spy – get this and search for all servers.
http://www.gamespy.com/

Quake World Central – loads of Quake... need we say more?
qwcentral.stomped.com/

Blue's News – everything the discerning corridor game fan could want.
http://www.bluesnews.com

id Software – the official site of the corridor game masters is ultra cool.
http://www.idsoftware.com

Planet Quake – more proof that Quake is possibly the greatest game ever.
http://www.planetquake.com

CVG'S BEST NON-GAME WEBSITES

Surprising as it may seem, we do actually think about stuff other than games occasionally. And here are our most visited sites.

Dark Horizons – awesome movie and film rumours page.
http://www.darkhorizons.com

Sound America – Thousands of WAV files available for download.
http://www.soundamerica.com

The Babe Test – can you spot all fifteen women?
http://babes.sci.kun.nl/

breathe. – Only Ed looks a this one, but apparently it's a very good Pink Floyd site.
http://steel-breeze.home.ml.org/breathe.htm

Yahoo Football – all the latest football news, as it happens.
http://www.yahoo.co.uk/headlines/sport/football.html

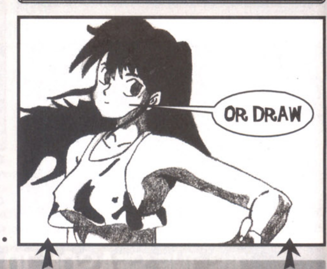
WRITE FOR FREEPLAY

FreePlay is a truly interactive magazine. It is put together by the CVG team, but it's inspired by YOUR contributions. Without your input, none of this would be possible. So keep sending in your letters and pictures, and we'll keep cramming as much of it as we can into this little mag. But make sure you write clearly on the envelope which section you are contributing to, or we'll have to confiscate any evidence of your existence.

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE THE ENSUING CHAOS WILL MESS WITH OUR MINDS TO THE POINT THAT WE'RE ALL UNABLE TO PRODUCE OUR MAG.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ



TIPS

Okay, so you're playing your favourite game at home one day, and you discover a cool way of getting further. What's the first thing you do? Tell a friend, maybe? Well, we'd suggest that the first thing you do is tell thousands of friends – by writing down how you did what you did, and on what game, then sending it to FreePlay.

HIGH SCORES

This is the place where some of the world's very best gamers record their very highest scores. If you want to join world-beating gamers, all you have to do is make sure you send proof of an extremely high score on a recent game. If possible, send a picture of yourself and the screen with your score on it.

DRAWINZ

Hunter is back to his biting best, so if you're sending in a drawin' that's complete and utter rubbish, make sure you don't send your address. Otherwise, you might feel a sudden sharp pain in your ankle one day.

MELTING POT

Melting Pot gives you a chance to tell everyone about your game idea, and a chance to dream about becoming a top game developer one day in the future.

MOST WANTED

If we wanted to, we could fill this mag with stuff that we like, which wouldn't be a bad thing necessarily. But we prefer to make the mag as much about what you like as what we like, and that's where this little form comes in. Tell us what games-related things you are most looking forward to by filling in this form, and we'll do our best to cover them in the mag. And that's a promise.

BEST/WORST

We recently added a new question, asking you whether you'd rather have 16 colour pages instead of FreePlay. Your replies are still coming in, but at the moment it's an even split. Half of you like FreePlay, because 'It's our bit of the mag', and 'It's got tips and readers' game ideas'. But the other half would rather have better quality pictures and more games info.

FREEPLAY FAN

We know many of you are crazy about games – so crazy that you do crazy things like make crazy fanzines. And we're so crazy that we want you to send us these crazy fanzines so we can put them in FreePlay. Crazy!

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

MERRY CHRISTMAS AND HAPPY NEW YEAR TO ALL OF YOU, AND THANKS TO THOSE OF YOU WHO TAKE THE TIME TO CONTRIBUTE TO FREEPLAY. CHEERS.

computer and video games CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

1 BEST/WORST COMING SOON
2 BEST/WORST REVIEW
3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMBER
4 BEST/WORST DRAWIN'
5 BEST/WORST DESIGNED PAGES
6 BEST/WORST COVER
7 WOULD YOU RATHER HAVE... **FREEPLAY** OR **16 MORE COLOUR PAGES**?

AND WHY?